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* /opt/ws_local/PERMITS_SQL/1068228479_1594322464.94/0/hikaricp-3-4-5-sources-jar/com/zaxxer/hikari/metrics/PoolStats.java
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* /opt/ws_local/PERMITS_SQL/1068228479_1594322464.94/0/hikaricp-3-4-5-sources.jar/com/zaxxer/hikari/HikariJNDIFactory.java
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* /opt/ws_local/PERMITS_SQL/1068228479_1594322464.94/0/hikaricp-3-4-5-sources-
  jar/com/zaxxer/hikari/pool/ProxyFactory.java
* /opt/ws_local/PERMITS_SQL/1068228479_1594322464.94/0/hikaricp-3-4-5-sources-
  jar/com/zaxxer/hikari/pool/ProxyResultSet.java
* /opt/ws_local/PERMITS_SQL/1068228479_1594322464.94/0/hikaricp-3-4-5-sources-
  jar/com/zaxxer/hikari/metrics/prometheus/HikariCPCollector.java
* /opt/ws_local/PERMITS_SQL/1068228479_1594322464.94/0/hikaricp-3-4-5-sources-
  jar/com/zaxxer/hikari/util/DriverDataSource.java
* /opt/ws_local/PERMITS_SQL/1068228479_1594322464.94/0/hikaricp-3-4-5-sources-
  jar/com/zaxxer/hikari/util/JavassistProxyFactory.java
* /opt/ws_local/PERMITS_SQL/1068228479_1594322464.94/0/hikaricp-3-4-5-sources-
  jar/com/zaxxer/hikari/HikariConfig.java
* /opt/ws_local/PERMITS_SQL/1068228479_1594322464.94/0/hikaricp-3-4-5-sources-
  jar/com/zaxxer/hikari/pool/ProxyConnection.java
* /opt/ws_local/PERMITS_SQL/1068228479_1594322464.94/0/hikaricp-3-4-5-sources-
  jar/com/zaxxer/hikari/pool/ProxyLeakTaskFactory.java
* /opt/ws_local/PERMITS_SQL/1068228479_1594322464.94/0/hikaricp-3-4-5-sources-
  jar/com/zaxxer/hikari/util/SuspendResumeLock.java

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1.3 cpp 10.2.0-5ubuntu1~20.04

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

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Version 3.1, 31 March 2009

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========

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1.6 jinja2 2.11.2
1.6.1 Available under license :
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    import io
    import re

    from setuptools import find_packages
    from setuptools import setup

    with io.open("README.rst", "rt", encoding="utf8") as f:
        readme = f.read()

    with io.open("src/jinja2/__init__.py", "rt", encoding="utf8") as f:
        version = re.search(r'__version__ = "(.*)"', f.read(), re.M).group(1)

    setup(
        name="Jinja2",
        version=version,
        url="https://palletsprojects.com/p/jinja/",
        project_urls={
            "Documentation": "https://jinja.palletsprojects.com/",
            "Code": "https://github.com/pallets/jinja",
            "Issue tracker": "https://github.com/pallets/jinja/issues",
        },
        license="BSD-3-Clause",
        author="Armin Ronacher",
        author_email="armin.ronacher@active-4.com",
        maintainer="Pallets",
        maintainer_email="contact@palletsprojects.com",
        description="A very fast and expressive template engine.",
        long_description=readme,
        classifiers=[
            "Development Status :: 5 - Production/Stable",
            "Environment :: Web Environment",
            "Intended Audience :: Developers",
            "License :: OSI Approved :: BSD License",
            "Operating System :: OS Independent",
        ]
    )
"Programming Language :: Python",
"Programming Language :: Python :: 2",
"Programming Language :: Python :: 2.7",
"Programming Language :: Python :: 3",
"Programming Language :: Python :: 3.5",
"Programming Language :: Python :: 3.6",
"Programming Language :: Python :: 3.7",
"Programming Language :: Python :: 3.8",
"Programming Language :: Python :: Implementation :: CPython",
"Programming Language :: Python :: Implementation :: PyPy",
"Topic :: Internet :: WWW/HTTP :: Dynamic Content",
"Topic :: Software Development :: Libraries :: Python Modules",
"Topic :: Text Processing :: Markup :: HTML",
]
packages=find_packages("src"),
package_dir={"": "src"},
include_package_data=True,
python_requires=">=2.7, !=3.0.*, !=3.1.*, !=3.2.*, !=3.3.*, !=3.4.*",
install_requires=["MarkupSafe>=0.23"],
extras_require={"i18n": ["Babel>=0.8"]},
entry_points={"babel.extractors": ["jinja2 = jinja2.ext:babel_extract[i18n]"]},

Found in path(s):
* /opt/cola/permits/1160880513_1620412497.03/0/jinja2-2.11.2-1-tar-gz/Jinja2-2.11.2/setup.py

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Jinja is a fast, expressive, extensible templating engine. Special placeholders in the template allow writing code similar to Python syntax. Then the template is passed data to render the final document.

It includes:

- Template inheritance and inclusion.
- Define and import macros within templates.
- HTML templates can use autoescaping to prevent XSS from untrusted user input.
- A sandboxed environment can safely render untrusted templates.
- AsyncIO support for generating templates and calling async functions.
- I18N support with Babel.
- Templates are compiled to optimized Python code just-in-time and cached, or can be compiled ahead-of-time.
- Exceptions point to the correct line in templates to make debugging easier.
- Extensible filters, tests, functions, and even syntax.
Jinja's philosophy is that while application logic belongs in Python if possible, it shouldn't make the template designer's job difficult by restricting functionality too much.

Installing
----------

Install and update using `pip`:

```
$ pip install -U Jinja2
```


In A Nutshell
-------------

```
{% extends "base.html" %}
{% block title %}Members{% endblock %}
{% block content %}
<ul>
{% for user in users %}
<li><a href="{{ user.url }}">{{ user.username }}</a></li>
{% endfor %}
</ul>
{% endblock %}
```

Links
-----

- Website: https://palletsprojects.com/p/jinja/
- Documentation: https://jinja.palletsprojects.com/
- Releases: https://pypi.org/project/Jinja2/
- Code: https://github.com/pallets/jinja
- Issue tracker: https://github.com/pallets/jinja/issues
- Test status: https://dev.azure.com/pallets/jinja/_build
- Official chat: https://discord.gg/t6rrQZH

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/ Stable
Classifier: Environment :: Web Environment
Classifier: Intended Audience :: Developers
1.7 guava 28.0-android

1.7.1 Available under license:

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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/escape/Escaper.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/primitives/Doubles.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/net/InetAddresses.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/escape/UnicodeEscaper.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/base/internal/Finalizer.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/primitives/Longs.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/io/MultiReader.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/base/Converter.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/SequentialExecutor.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/base/Stopwatch.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/primitives/Booleans.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/thirdparty/publicsuffix/TrieParser.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/primitives/Floats.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/primitives/Ints.java
* /opt/ws-local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/base/CharMatcher.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/net/PercentEscaper.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/base/Joiner.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/primitives/Chars.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/primitives/Shorts.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/primitives/Bytes.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collect/FluentIterable.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/io/FileBackedOutputStream.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/ListenableFutureTask.java

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jar/com/google/common/math/Quantiles.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/base/MoreObjects.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/eventbus/SubscriberRegistry.java
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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
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jar/com/google/common/hash/ImmutableSupplier.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/ExecutionSequencer.java
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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/CompactHashMap.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/CompactLinkedHashSet.java
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*/
jar/com/google/common/collct/FilteredEntryMultimap.java
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jar/com/google/common/collect/ForwardingImmutableMap.java
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jar/com/google/common/collect/ForwardingImmutableSet.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collect/UnmodifiableNavigableMap.java
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jar/com/google/common/collect/UnmodifiableNavigableSet.java
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jar/com/google/common/collect/FilteredEntrySetMultimap.java

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*/opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/base/CommonMatcher.java
*/opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/base/PatternCompiler.java
*/opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/base/JdkPattern.java
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Found in path(s):
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/primitives/UnsignedBytes.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/escape/ArrayBasedUnicodeEscaper.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/annotations/GwtCompatible.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/util/concurrent/SettableFuture.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/net/InternetDomainName.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/util/concurrent/Service.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/util/concurrent/AbstractExecutionThreadService.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/io/ByteArrayDataOutput.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collect/MapMakerInternalMap.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collect/RegularImmutableTable.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collect/DenseImmutableTable.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/util/concurrent/JdkFutureAdapters.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/annotations/GwtIncompatible.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/util/concurrent/AbstractIdleService.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collect/SparseImmutableTable.java
Found in path(s):

* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/cache/ReferenceEntry.java

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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collect/SortedMultiset.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collect/SortedMultisets.java

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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/hash/LongAdder.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/cache/LongAdder.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/cache/Striped64.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/cache/Striped64.java

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As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's java.util.HashMap class.

This following method is a modified version of one found in

http://gee.cs.oswego.edu/cgi-bin/viewcvs.cgi/jsr166/src/test/tck/AbstractExecutorServiceTest.java?revision=1.30

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jar/com/google/common/util/concurrent/MoreExecutors.java
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*/
/**
* Outer class that exists solely to let us write \{@code Partially.GwtIncompatible\} instead of plain
* \{@code GwtIncompatible\}. This is more accurate for \{@link Futures#catching\}, which is available
* under GWT but with a slightly different signature.
*
* <p>We can't use `@code PartiallyGwtIncompatible` because then the GWT compiler wouldn't recognize
* it as a `@code GwtIncompatible` annotation. And for `@code Futures.catching`, we need the GWT
* compiler to autostrip the normal server method in order to expose the special, inherited GWT
* version.
* */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
  jar/com/google/common/util/concurrent/Partially.java
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  jar/com/google/common/graph/ImmutableNetwork.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
  jar/com/google/common/graph/PredecessorsFunction.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
  jar/com/google/common/graph/SuccessorsFunction.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
  jar/com/google/common/graph/MutableNetwork.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
  jar/com/google/common/graph/MutableGraph.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
  jar/com/google/common/graph/Graphs.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
  jar/com/google/common/graph/FromGraph.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
  jar/com/google/common/graph/Graph.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
  jar/com/google/common/graph/Network.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
  jar/com/google/common/graph/MutableGraph.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
  jar/com/google/common/graph/Graphs.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
  jar/com/google/common/graph/Network.java

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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/SortedMapDifference.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/ForwardingSetMultimap.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/ForwardingImmutableCollection.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collect/AbstractSequentialIterator.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collect/ForwardingSortedSetMultimap.java
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jar/com/google/common/collect/ForwardingListMultimap.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collect/MinMaxPriorityQueue.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collect/UnmodifiableListIterator.java
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jar/com/google/common/util/concurrent/AbstractTransformFuture.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/util/concurrent/FluentFuture.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/util/concurrent/Futures.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/escape/CharEscaper.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/io/PatternFilenameFilter.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/util/concurrent/Futures.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/util/concurrent/TimeoutFuture.java
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jar/com/google/common/io/AppendableWriter.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/annotations/VisibleForTesting.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/util/concurrent/CollectionFuture.java
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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/FakeTimeLimiter.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/ImmediateFuture.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/escape/CharEscaperBuilder.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/AggregateFuture.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/reflect/TypeToken.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/TimeLimiter.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/FuturesGetChecked.java

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jar/com/google/common/collection/AbstractTable.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collection/FilteredMultimapValues.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java

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 */

/**
 * Holder for extra methods of [ @code Objects } only in web. Intended to be empty for regular
 * version.
 */

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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/primitives/ImmutableLongArray.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/primitives/ImmutableIntArray.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/hash/AbstractHashFunction.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/ForwardingLock.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/primitives/ImmutableDoubleArray.java

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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/graph/AbstractGraph.java
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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/HashMultimapGwtSerializationDependencies.java
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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/ArrayTable.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/ImmutableEnumSet.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/RegularImmutableList.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/ImmutableSetMultimap.java

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 */

/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p>TODOM kevinb): support concurrently modified collections?
 *
 * @param c the collection for which to return an array of elements
 */

Found in path(s):
*/

* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collect/ObjectArrays.java

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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/graph/Traverser.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/graph/BaseGraph.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/graph/AbstractBaseGraph.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collect/ObjectCountHashMap.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collect/ObjectCountLinkedHashMap.java

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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/reflect/ImmutableTypeToInstanceMap.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/ServiceManager.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/io/FileWriteMode.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/reflect/AbstractInvocationHandler.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/reflect/Element.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/ListenableScheduledFuture.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/cache/LongAddable.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/SmoothRateLimiter.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/io/ByteSink.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/cache/LongAddables.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/io/ByteSource.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/hash/LongAddables.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/io/CharSink.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/io/CharSource.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collect/CartesianList.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collect/ImmutableRangeMap.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/io/Closer.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collect/FilteredKeyMultimap.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/math/PairedStats.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/reflect/package-info.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/package-info.java
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jar/com/google/common/hash/AbstractByteHasher.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/reflect/Parameter.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/math/StatsAccumulator.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/io/BaseEncoding.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/escape/package-info.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collection/ImmutableRangeSet.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/math/Stats.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collection/AbstractRangeSet.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collection/SortedIterables.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collection/RegularImmutableSortedMultiset.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collection/SortedIterable.java

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jar/com/google/common/eventbus/Subscribe.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/io/MultiInputStream.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/eventbus/DeadEvent.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/io/CharStreams.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/util/concurrent/ExecutionList.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/util/concurrent/ListenableFuture.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/base/package-info.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/base/EnumMultiset.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/eventbus/package-info.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/primitives/Primitives.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/base/Supplier.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/io/Closeables.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/base/Objects.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/base/FinalizableSoftReference.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/base/package-info.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/base/Defaults.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/base/Charsets.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/base/FinalizableReferenceQueue.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/eventbus/EventBus.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/base/Function.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/base/FinalizablePhantomReference.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/base/Predicates.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources.jar/com/google/common/base/FinalizableWeakReference.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/io/ReaderInputStream.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/AsyncCallable.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/AggregateFutureState.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/hash/FarmHashFingerprint64.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/Platform.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collect/ConsumingQueueIterator.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/CombinedFuture.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/hash/MacHashFunction.java

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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/base/Strings.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/base/Ascii.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/primitives/package-info.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/annotations/Beta.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/ListeningExecutorService.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/Monitor.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/Atomics.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/base/Equivalence.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/ForwardingBlockingQueue.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/util/concurrent/Atomics.java

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* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/ImmutableCollection.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/RegularImmutableMap.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/ImmutableMap.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/Platform.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/StandardTable.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/Tables.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/Range.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/ImmutableMapKeySet.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/TreeBasedTable.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/EmptyImmutableListMultimap.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/Table.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/UnmodifiableIterator.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/ImmutableMapValues.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/ImmutableMapEntrySet.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/RegularImmutableBiMap.java
* /opt/ws_local/permits_sql/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/ImmutableMultimap.java
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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/ImmutableSortedSet.java
* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-jar/com/google/common/collection/ImmutableEntry.java

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*/
/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}</b>
 * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
 * version.
 *
 * @throws UnsupportedOperationException always
 * @deprecated <b>Pass a key of type {@code Comparable} to use {@link
 *     ImmutableSortedMap#of(Comparable, Object)}</b>.</b>
 */

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* /opt/ws_local/PERMITS_SQL/1070825299_1594748139.03/0/guava-28-0-android-sources-
jar/com/google/common/collection/ImmutableSortedMapFauxverideShim.java

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

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  jar/io/netty/channel/epoll/EpollDatagramChannel.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/Epoll.java
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  jar/io/netty/channel/epoll/EpollTcpInfo.java
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  jar/io/netty/channel/epoll/package-info.java
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  jar/io/netty/channel/epoll/EpollServerSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/EpollEventLoopGroup.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/AbstractEpollChannel.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/EpollChannelOption.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
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  jar/io/netty/channel/epoll/EpollEventLoop.java
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  jar/io/netty/channel/epoll/NativeDatagramPacketArray.java

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  jar/io/netty/channel/epoll/NativeStaticallyReferencedJniMethods.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/LinuxSocket.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/EpollChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/EpollServerChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/EpollMode.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/TcpMd5Util.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/EpollEventArray.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/EpollDomainSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
  jar/io/netty/channel/epoll/AbstractEpollServerChannel.java
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
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 * Set the { @code TCP_MD5SIG} option on the socket. See { @code linux/tcp.h} for more details.
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* under the License.
*/
/**
 * Set the {code TCP_MD5SIG} option on the socket. See {code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */
/**
 * Set the {code TCP_QUICKACK} option on the socket. See <a href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a>
 * for more details.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1051807711_1591912919.37/0/netty-transport-native-epoll-4-1-34-final-sources-1-
jar/io/netty/channel/epoll/EpollSocketChannelConfig.java

1.10 jackson-dataformat-yaml 2.10.5

1.10.1 Available under license:

# Jackson JSON processor

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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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1.11 jackson-databind 2.10.1

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 */

package org.apache.xalan;

/**
 * Administrative class to keep track of the version number of
 * the Xalan release.
 * <P>This class implements the upcoming standard of having
 * org.apache.project-name.Version.getVersion() be a standard way
 * to get version information. This class will replace the older
 * org.apache.xalan.processor.Version class.</P>
 * <P>See also: org/apache/xalan/res/XSLTInfo.properties for
 * information about the version of the XSLT spec we support.</P>
 * @xsl.usage general
 */

public class Version {

/**
 * Get the basic version string for the current Xalan release.
 * Version String formatted like
 */
Xalan Java v.r [dd| Dnn]

Futurework: have this read version info from jar manifest.

@return String denoting our current version

public static String getVersion()
{
    return getProduct() + " +getImplementationLanguage() + "
    +getMajorVersionNum() + ". +getReleaseVersionNum() + "
    +((getDevelopmentVersionNum() > 0) ?
    ("D" +getDevelopmentVersionNum()) : (""+getMaintenanceVersionNum()));
}

/**
 * Print the processor version to the command line.
 *
 * @param argv command line arguments, unused.
 *
 public static void main(String argv[])
 {
     System.out.println(getVersion());
 }

 /**
 * Name of product: Xalan.
 *
 public static String getProduct()
 {
     return "Xalan";
 }

 /**
 * Implementation Language: Java.
 *
 public static String getImplementationLanguage()
 {
     return "Java";
 }

 /**
 * Major version number.
 * Version number. This changes only when there is a significant, externally apparent enhancement from the previous release. 'n' represents the n'th version.
 *
Clients should carefully consider the implications of new versions as external interfaces and behaviour may have changed.

```java
/**
 *          Clients should carefully consider the implications
 *          of new versions as external interfaces and behaviour
 *          may have changed.
 */

public static int getMajorVersionNum()
{
    return @version.VERSION@;
}

/**
 *          Clients should carefully consider the implications
 *          of new versions as external interfaces and behaviour
 *          may have changed.
 */

public static int getReleaseVersionNum()
{
    return @version.RELEASE@;
}

/**
 *          Clients should carefully consider the implications
 *          of new versions as external interfaces and behaviour
 *          may have changed.
 */

public static int getMaintenanceVersionNum()
{
    return @version.MINOR@;
}

/**
 *          Clients should carefully consider the implications
 *          of new versions as external interfaces and behaviour
 *          may have changed.
 */

public static int getDevelopmentVersionNum()
{
    return @version.DEVELOPMENT@;
}
```
release, the D suffix will be omitted.

Each 'D' drops can contain functional enhancements as well as defect fixes. 'D' drops may not be as stable as the final releases.

```
public static int getDevelopmentVersionNum()
{
    try {
        if ((new String("@version.DEVELOPER@"))).length() == 0)
            return 0;
        else
            return Integer.parseInt("@version.DEVELOPER@");
    } catch (NumberFormatException nfe) {
        return 0;
    }
}
```

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 */

/* This is a special exception that is used to stop parsing when search for an element. For instance, when searching for xml:stylesheet PIs, it is used to stop the parse once the document element is found.
 * @see StylesheetPIHandler
 * @xsl.usage internal
 */
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 */

package org.apache.xml.serializer;
/* Administrative class to keep track of the version number of the Serializer release.
   * This class implements the upcoming standard of having org.apache.project-name.Version.getVersion() be a standard way to get version information.
   * @xsl.usage general
   */
public final class Version {

    /**
     * Get the basic version string for the current Serializer.
     *
     * Futurework: have this read version info from jar manifest.
     *
     * @return String denoting our current version
     */
    public static String getVersion() {
    }

    /**
     * Print the processor version to the command line.
     *
     * @param argv command line arguments, unused.
     */
    public static void main(String argv[]) {
        System.out.println(getVersion());
    }

    /**
     * Name of product: Serializer.
     */
    public static String getProduct() {
        return "Serializer";
    }

    /**
     */
}
* Implementation Language: Java.
*/

```java
public static String getImplementationLanguage()
{
    return "Java";
}
```
/**
 * Development Drop Number.
 * Optional identifier designates development drop of
 * a specific release. D01 is the first development drop
 * of a new release.
 *
 * Development drops are works in progress towards a
 * completed, final release. A specific development drop
 * may not completely implement all aspects of a new
 * feature, which may take several development drops to
 * complete. At the point of the final drop for the
 * release, the D suffix will be omitted.
 *
 * Each 'D' drops can contain functional enhancements as
 * well as defect fixes. 'D' drops may not be as stable as
 * the final releases.
 */

public static int getDevelopmentVersionNum()
{
    try {
        if ((new String("@version.DEVELOPER@")).length() == 0)
            return 0;
        else
            return Integer.parseInt("@version.DEVELOPER@");
    }
    catch (NumberFormatException nfe) {
        return 0;
    }
}

Found in path(s):
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 * Major version number.
 * Version number. This changes only when there is a
 * significant, externally apparent enhancement from
 * the previous release. 'n' represents the n'th
 * version.
 *
 * Clients should carefully consider the implications
 * of new versions as external interfaces and behaviour
 * may have changed.
 */

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/Version.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/XSLProcessorVersion.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/Version.java

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 */

// Attribution to: "Voytenko, Dimitry" <DVoytenko@SECTORBASE.COM>

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 */

// Proprietary
/** The 'document-location()' id (Proprietary). */

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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/XMLEntities.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/output_text.properties
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/XSLTInfo.properties
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 */

/*
 * $Id: xpath.cup 1225752 2011-12-30 04:12:46Z mrglavas $
 */

/*
 * @author Jacek Ambroziak
 * @author Santiago Pericas-Geertsen
 * @author Morten Jorgensen
 * @author G. Todd Miller
 */

package org.apache.xalan.xslt.compiler;

import java.util.Stack;
import java.util.Vector;
import java.io.StringReader;
import java_cup.runtime.*;
import org.apache.xml.dtm.DTM;
import org.apache.xalan.xslt.DOM;
import org.apache.xalan.xslt.Axis;
import org.apache.xalan.xslt.runtime.Operators;
import org.apache.xalan.xslt.compiler.util.ErrorMsg;

parser code {:

/**
 * Used by function calls with no args.
 */
static public final Vector EmptyArgs = new Vector(0);

/**
 * Reference to non-existing variable.
 */
static public final VariableRef DummyVarRef = null;

/**
 * Reference to the Parser class.
 */
private Parser _parser;
private XSLTC _xsltc;

/**
 * String representation of the expression being parsed.
 */
private String _expression;

/**
 * Line number where this expression/pattern was declared.
 */
private int _lineNumber = 0;

/**
 * Reference to the symbol table.
 */
public SymbolTable _symbolTable;

public XPathParser(Parser parser) {
    _parser = parser;
    _xsltc = parser.getXSLTC();
    _symbolTable = parser.getSymbolTable();
}

public int getLineNumber() {
    return _lineNumber;
}

public QName getQNameIgnoreDefaultNs(String name) {
    return _parser.getQNameIgnoreDefaultNs(name);
}

public QName getQName(String namespace, String prefix, String localname) {
    return _parser.getQName(namespace, prefix, localname);
}
public void setMultiDocument(boolean flag) {
    _xsltc.setMultiDocument(flag);
}

public void setCallsNodeset(boolean flag) {
    _xsltc.setCallsNodeset(flag);
}

public void setHasIdCall(boolean flag) {
    _xsltc.setHasIdCall(flag);
}

/**
 * This method is similar to findNodeType(int, Object) except that it
 * creates a StepPattern instead of just returning a node type. It also
 * differs in the way it handles "*[uri]:*" and "*[uri]:@*". The last two
 * patterns are expanded as "*[namespace-uri() = 'uri']" and
 * "[@*][namespace-uri() = 'uri']", respectively. This expansion considerably
 * simplifies the grouping of patterns in the Mode class. For this
 * expansion to be correct, the priority of the pattern/template must be
 * set to -0.25 (when no other predicates are present).
 */
public StepPattern createStepPattern(int axis, Object test, Vector predicates) {
    int nodeType;
    if (test == null) { // "*
        nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
                (axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;
        return new StepPattern(axis, nodeType, predicates);
    }
    else if (test instanceof Integer) {
        nodeType = ((Integer) test).intValue();
        return new StepPattern(axis, nodeType, predicates);
    }
    else {
        QName name = (QName)test;
        boolean setPriority = false;
        if (axis == Axis.NAMESPACE) {
            nodeType = (name.toString().equals("*")) ? -1
                     : _xsltc.registerNamespacePrefix(name);;
        }
        else {
            final String uri = name.getNamespace();
            return new StepPattern(axis, nodeType, predicates);
        }
    }
    return new StepPattern(axis, nodeType, predicates);
}

if (name == null) {
    nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
            (axis == Axis.NAMESPACE) ? -1 : NodeTest.ELEMENT;
    return new StepPattern(axis, nodeType, predicates);
}
else if (test instanceof Integer) {
    nodeType = ((Integer) test).intValue();
    return new StepPattern(axis, nodeType, predicates);
}
else {
    QName name = (QName)test;
    boolean setPriority = false;
    if (axis == Axis.NAMESPACE) {
        nodeType = (name.toString().equals("*")) ? -1
                 : _xsltc.registerNamespacePrefix(name);;
    }
    else {
        final String uri = name.getNamespace();
        return new StepPattern(axis, nodeType, predicates);
    }
final String local = name.getLocalPart();
final QName namespace_uri =
    _parser.getQNameIgnoreDefaultNs("namespace-uri");

    // Expand {uri}:* to *[namespace-uri() = 'uri'] - same for @*
    if (uri != null && (local.equals("*") || local.equals("@*"))) {
        if (predicates == null) {
            predicates = new Vector(2);
        }
        // Priority is set by hand if no other predicates exist
        setPriority = (predicates.size() == 0);

        predicates.add(
            new Predicate(
                new EqualityExpr(Operators.EQ,
                    new NamespaceUriCall(namespace_uri),
                    new LiteralExpr(uri))));
    }

    if (local.equals("*")) {
        nodeType = (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
            NodeTest.ELEMENT;
    } else if (local.equals("@*")) {
        nodeType = NodeTest.ATTRIBUTE;
    } else {
        nodeType = (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name) :
            _xsltc.registerElement(name);
    }

    final StepPattern result = new StepPattern(axis, nodeType, predicates);

    // Set priority for case prefix:* and prefix:@* (no predicates)
    if (setPriority) {
        result.setPriority(-0.25);
    }

    return result;
}

public int findNodeType(int axis, Object test) {
    if (test == null) {  // *
        return (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE :
            NodeTest.ELEMENT;
    } else if (local.equals("@*")) {
        nodeType = NodeTest.ATTRIBUTE;
    } else {
        nodeType = (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name) :
            _xsltc.registerElement(name);
    }

    final StepPattern result = new StepPattern(axis, nodeType, predicates);

    // Set priority for case prefix:* and prefix:@* (no predicates)
    if (setPriority) {
        result.setPriority(-0.25);
    }

    return result;
}
if (axis == Axis.NAMESPACE) {
    return (name.toString().equals("*")) ? -1 : _xsltc.registerNamespacePrefix(name);
}

if (name.getNamespace() == null) {
    final String local = name.getLocalPart();

    if (local.equals("*") ) {
        return (axis == Axis.ATTRIBUTE) ? NodeTest.ATTRIBUTE : NodeTest.ELEMENT;
    }
    else if (local.equals("@*")) {
        return NodeTest.ATTRIBUTE;
    }
}

return (axis == Axis.ATTRIBUTE) ? _xsltc.registerAttribute(name) : _xsltc.registerElement(name);

/**
 * Parse the expression passed to the current scanner. If this expression contains references to local variables and it will be compiled in an external module (not in the main class) request the current template to create a new variable stack frame.
 *
 * @param lineNumber Line where the current expression is defined.
 * @param external Set to true if this expression is compiled in a separate module.
 *
 */
public Symbol parse(String expression, int lineNumber) throws Exception {
    try {
        _expression = expression;
        _lineNumber = lineNumber;
        return super.parse();
    }
    catch (IllegalCharException e) {
ErrorMsg err = new ErrorMsg(ErrorMsg.ILLEGAL_CHAR_ERR, 
  lineNumber, e.getMessage());
  _parser.reportError(Constants.FATAL, err);
}
return null;
}

/**
 * Lookup a variable or parameter in the symbol table given its name.
 *
 * @param name Name of the symbol being looked up.
 */
final SyntaxTreeNode lookupName(QName name) {
  // Is it a local var or param ?
  final SyntaxTreeNode result = _parser.lookupVariable(name);
  if (result != null)
    return(result);
  else
    return(_symbolTable.lookupName(name));
}

public final void addError(ErrorMsg error) {
  _parser.reportError( Constants.ERROR, error);
}

public void report_error(String message, Object info) {
  final ErrorMsg err = new ErrorMsg(ErrorMsg.SYNTAX_ERR, _lineNumber,
    _expression);
  _parser.reportError( Constants.FATAL, err);
}

public void report_fatal_error(String message, Object info) {
  // empty
}

public RelativeLocationPath insertStep(Step step, RelativeLocationPath rlp) {
  if (rlp instanceof Step) {
    return new ParentLocationPath(step, (Step) rlp);
  } else if (rlp instanceof ParentLocationPath) {
    final ParentLocationPath plp = (ParentLocationPath) rlp;
    final RelativeLocationPath newrlp = insertStep(step, plp.getPath());
    return new ParentLocationPath(newrlp, plp.getStep());
  } else {
    addError(new ErrorMsg(ErrorMsg.INTERNAL_ERR, "XPathParser.insertStep");
    return rlp;
  }
/**
 * Returns true if the axis applies to elements only. The axes
 * child, attribute, namespace, descendant result in non-empty
 * nodesets only if the context node is of type element.
 */
public boolean isElementAxis(int axis) {
    return (axis == Axis.CHILD || axis == Axis.ATTRIBUTE ||
    axis == Axis.NAMESPACE || axis == Axis.DESCEDANT);
}

terminal SLASH, DOT, LBRACK, RBRACK, VBAR, LPAREN, RPAREN, STAR, COMMA;
terminal DOLLAR, ATSIGN;
terminal DDOT, DCOLON, DSLASH;
terminal EQ, NE;
terminal LT, GT, LE, GE;
terminal PLUS, MINUS, DIV, MOD, MULT;
terminal String Literal;
terminal String QName;
terminal ID, KEY, TEXT, NODE, OR, AND, COMMENT, PI, PIPARAM, PRECEDINGSIBLING;
terminal SELF, PARENT, CHILD, ATTRIBUTE, ANCESTOR, ANCESTORORSELF, DESCENDANT;
terminal DESCENDANTORSELF, FOLLOWING, FOLLOWINGSIBLING, NAMESPACE, PRECEDING;
terminal Double REAL;
terminal Long INT;
terminal PATTERN, EXPRESSION;

non terminal SyntaxTreeNode TopLevel;

non terminal Expression Expr, Argument, LocationPath;
non terminal Expression Predicate, FilterExpr, Step;
non terminal Expression OrExpr, AndAlso, EqualityExpr;
non terminal Expression RelationalExpr, AdditiveExpr;
non terminal Expression MultiplicativeExpr, UnaryExpr;
non terminal Expression VariableReference, FunctionCall;
non terminal Expression PrimaryExpr, UnionExpr, PathExpr, AbbreviatedStep;
non terminal Expression RelativeLocationPath, AbbreviatedRelativeLocationPath;
non terminal Expression AbsoluteLocationPath, AbbreviatedAbsoluteLocationPath;

non terminal Object NodeTest, NameTest;

non terminal IdKeyPattern IdKeyPattern;
non terminal Pattern Pattern;
non terminal Pattern LocationPathPattern;
non terminal StepPattern ProcessingInstructionPattern;
non terminal RelativePathPattern RelativePathPattern;
non terminal StepPattern StepPattern;
non terminal Object NodeTestPattern, NameTestPattern;

non terminal Vector Predicates, NonemptyArgumentList;
non terminal QName QName, FunctionName, VariableName;
non terminal Integer AxisName, AxisSpecifier;
non terminal Integer ChildOrAttributeAxisSpecifier;

precedence left VBAR;
precedence left OR;
precedence left AND;
precedence nonassoc EQ, NE;
precedence left LT, GT, LE, GE;

precedence left PLUS, MINUS;
precedence left DIV, MOD, MULT;
precedence left DOLLAR;
precedence left ATSIGN;
precedence right DCOLO;

start with TopLevel;

TopLevel ::= PATTERN Pattern::pattern
            {: RESULT = pattern; :}
            | EXPRESSION Expr::expr
            {: RESULT = expr; :};

/* --------------------------- Patterns ----------------------------------- */

Pattern ::= LocationPathPattern::lpp
            {: RESULT = lpp; :}
            | LocationPathPattern::lpp VBAR Pattern::p
            {: RESULT = new AlternativePattern(lpp, p); :};

LocationPathPattern ::= SLASH
            {: RESULT = new AbsolutePathPattern(null); :}
            | SLASH RelativePathPattern::rpp
            {: RESULT = new AbsolutePathPattern(rpp); :}
            | IdKeyPattern::ikp
            {: RESULT = ikp; :}
            | IdKeyPattern::ikp SLASH RelativePathPattern::rpp
            {: RESULT = new ParentPattern(ikp, rpp); :}
            | IdKeyPattern::ikp DSLASH RelativePathPattern::rpp
RESULT = new AncestorPattern(ikp, rpp); }

| DSLASH RelativePathPattern:rpp
| RESULT = new AncestorPattern(rpp); |

| RelativePathPattern:rpp
| RESULT = rpp; |

IdKeyPattern ::= ID LPAREN Literal:l RPAREN
| RESULT = new IdPattern(l); parser.setHasIdCall(true); |

| KEY LPAREN Literal:l1 COMMA Literal:l2 RPAREN
| RESULT = new KeyPattern(l1, l2); |

ProcessingInstructionPattern ::= PIPARAM LPAREN Literal:l RPAREN
| RESULT = new ProcessingInstructionPattern(l); |

RelativePathPattern ::= StepPattern:sp
| RESULT = sp; |

| StepPattern:sp SLASH RelativePathPattern:rpp
| RESULT = new ParentPattern(sp, rpp); |

| StepPattern:sp DSLASH RelativePathPattern:rpp
| RESULT = new AncestorPattern(sp, rpp); |

StepPattern ::= NodeTestPattern:nt
| RESULT = parser.createStepPattern(Axis.CHILD, nt, null); |

| NodeTestPattern:nt Predicates:pp
| RESULT = parser.createStepPattern(Axis.CHILD, nt, pp); |

| ProcessingInstructionPattern:pip
| RESULT = pip; |

| ProcessingInstructionPattern:pip Predicates:pp
| RESULT = (ProcessingInstructionPattern)pip.setPredicates(pp); |

| ChildOrAttributeAxisSpecifier:axis NodeTestPattern:nt
| RESULT = parser.createStepPattern(axis.intValue(), nt, null); |
ChildOrAttributeAxisSpecifier:axis
NodeTestPattern:nt Predicates:pp
{: 
RESULT = parser.createStepPattern(axis.intValue(), nt, pp);
:}

ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
{: 
RESULT = pip; // TODO: report error if axis is attribute
:}

ChildOrAttributeAxisSpecifier:axis ProcessingInstructionPattern:pip
Predicates:pp
{: 
// TODO: report error if axis is attribute
RESULT = (ProcessingInstructionPattern)pip.setPredicates(pp);
:}

NodeTestPattern ::= NameTestPattern:nt
{: RESULT = nt; :}

| NODE
{: RESULT = new Integer(NodeTest.ANODE); :}

| TEXT
{: RESULT = new Integer(NodeTest.TEXT); :}

| COMMENT
{: RESULT = new Integer(NodeTest.COMMENT); :}

| PI
{: RESULT = new Integer(NodeTest.PI); :};

NameTestPattern ::= STAR
{: RESULT = null; :}

| QName:qn
{: RESULT = qn; :};

ChildOrAttributeAxisSpecifier ::= ATSIGN
{: RESULT = new Integer(Axis.ATTRIBUTE); :}

| CHILD DCOLON
{: RESULT = new Integer(Axis.CHILD); :}

| ATTRIBUTE DCOLON
{: RESULT = new Integer(Axis.ATTRIBUTE); :}
Predicates ::= Predicate:p
{:
Vector temp = new Vector();
temp.addElement(p);
RESULT = temp;
:}

| Predicate:p Predicates:pp
{: pp.insertElementAt(p, 0); RESULT = pp; :};

Predicate ::= LBRACK Expr:e RBRACK
{: RESULT = new Predicate(e); :};

/* --------------------------- Expressions --------------------------------- */

Expr ::= OrExpr:ex
{: RESULT = ex; :};

OrExpr ::= AndExpr:ae
{: RESULT = ae; :}

| OrExpr:oe OR AndExpr:ae
{: RESULT = new LogicalExpr(LogicalExpr.OR, oe, ae); :};

AndExpr ::= EqualityExpr:e
{: RESULT = e; :}

| AndExpr:ae AND EqualityExpr:ee
{: RESULT = new LogicalExpr(LogicalExpr.AND, ae, ee); :};

EqualityExpr ::= RelationalExpr:re
{: RESULT = re; :}

| EqualityExpr:ee EQ RelationalExpr:re
{: RESULT = new EqualityExpr(Operators.EQ, ee, re); :}

| EqualityExpr:ee NE RelationalExpr:re
{: RESULT = new EqualityExpr(Operators.NE, ee, re); :};

RelationalExpr ::= AdditiveExpr:ae
{: RESULT = ae; :}

| RelationalExpr:re LT AdditiveExpr:ae
{: RESULT = new RelationalExpr(Operators.LT, re, ae); :}
<table>
<thead>
<tr>
<th>RelationalExpr: re GT AdditiveExpr: ae</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = new RelationalExpr(Operators.GT, re, ae);</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RelationalExpr: re LE AdditiveExpr: ae</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = new RelationalExpr(Operators.LE, re, ae);</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RelationalExpr: re GE AdditiveExpr: ae</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = new RelationalExpr(Operators.GE, re, ae);</td>
</tr>
</tbody>
</table>

AdditiveExpr ::= MultiplicativeExpr: me |
<table>
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<th></th>
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<tbody>
<tr>
<td>RESULT = me;</td>
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</table>

<table>
<thead>
<tr>
<th>AdditiveExpr: ae PLUS MultiplicativeExpr: me</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = new BinOpExpr(BinOpExpr.PLUS, ae, me);</td>
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</table>

<table>
<thead>
<tr>
<th>AdditiveExpr: ae MINUS MultiplicativeExpr: me</th>
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<tbody>
<tr>
<td>RESULT = new BinOpExpr(BinOpExpr.MINUS, ae, me);</td>
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</table>

MultiplicativeExpr ::= UnaryExpr: ue |
<table>
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<tbody>
<tr>
<td>RESULT = ue;</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>MultiplicativeExpr: me MULT UnaryExpr: ue</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = new BinOpExpr(BinOpExpr.TIMES, me, ue);</td>
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</table>

<table>
<thead>
<tr>
<th>MultiplicativeExpr: me DIV UnaryExpr: ue</th>
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<tbody>
<tr>
<td>RESULT = new BinOpExpr(BinOpExpr.DIV, me, ue);</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MultiplicativeExpr: me MOD UnaryExpr: ue</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = new BinOpExpr(BinOpExpr.MOD, me, ue);</td>
</tr>
</tbody>
</table>

UnaryExpr ::= UnionExpr: ue |
<table>
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<tr>
<th></th>
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<tbody>
<tr>
<td>RESULT = ue;</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>MINUS UnaryExpr: ue</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = new UnaryOpExpr(ue);</td>
</tr>
</tbody>
</table>

UnionExpr ::= PathExpr: pe |
<table>
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<th></th>
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<tbody>
<tr>
<td>RESULT = pe;</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>PathExpr: pe VBAR UnionExpr: rest</th>
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<tbody>
<tr>
<td>RESULT = new UnionPathExpr(pe, rest);</td>
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</tbody>
</table>

PathExpr ::= LocationPath: lp |
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<th></th>
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</thead>
<tbody>
<tr>
<td>RESULT = lp;</td>
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</tbody>
</table>

<table>
<thead>
<tr>
<th>FilterExpr: fexp</th>
</tr>
</thead>
<tbody>
<tr>
<td>RESULT = fexp;</td>
</tr>
</tbody>
</table>
FilterExpr:fexp SLASH RelativeLocationPath:rlp
{: RESULT = new FilterParentPath(fexp, rlp); :}

FilterExpr:fexp DSLASH RelativeLocationPath:rlp
{: // Expand '// into '/descendant-or-self::node()' or // into /descendant-or-self::*/
// int nodeType = DOM.NO_TYPE;
if (rlp instanceof Step &&
    parser.isElementAxis(((Step) rlp).getAxis()))
{
    nodeType = DTM.ELEMENT_NODE;
}
final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
FilterParentPath fpp = new FilterParentPath(fexp, step);
fpp = new FilterParentPath(fpp, rlp);
if (fexp instanceof KeyCall == false) {
    fpp.setDescendantAxis();
}
RESULT = fpp;
:}

LocationPath ::= RelativeLocationPath:rlp
{: RESULT = rlp; :}

AbsoluteLocationPath:alp
{: RESULT = alp; :}

RelativeLocationPath ::= Step:step
{: RESULT = step; :}

RelativeLocationPath:rlp SLASH Step:step
{: if (rlp instanceof Step && ((Step) rlp).isAbbreviatedDot()) {
    RESULT = step;   // Remove '.' from the middle
} else if (((Step) step).isAbbreviatedDot()) {
    RESULT = rlp;    // Remove 'l.' from the end
} else {
    RESULT =
    new ParentLocationPath((RelativeLocationPath) rlp, step);
} :}

AbbreviatedRelativeLocationPath:arlp
AbsoluteLocationPath ::= SLASH
{: RESULT = new AbsoluteLocationPath(); :}

| SLASH RelativeLocationPath:rlp
{: RESULT = new AbsoluteLocationPath(rlp); :}

| AbbreviatedAbsoluteLocationPath:aalp
{: RESULT = aalp; :}

AbbreviatedRelativeLocationPath ::= RelativeLocationPath:rlp DSLASH Step:step
{:}
final Step right = (Step)step;
final int axis = right.getAxis();
final int type = right.getNodeType();
final Vector predicates = right.getPredicates();

if ((axis == Axis.CHILD) && (type != NodeTest.ATTRIBUTE)) {
// Compress './child:E' into 'descendant::E' - if possible
if (predicates == null) {
right.setAxis(Axis.DESCENDANT);
if (rlp instanceof Step && ((Step)rlp).isAbbreviatedDot()) {
RESULT = right;
}
else {
// Expand 'rlp//child::E' into 'rlp/descendant::E'
RelativeLocationPath left = (RelativeLocationPath)rlp;
RESULT = new ParentLocationPath(left, right);
}
}
else {
// Expand './step' -> 'descendant-or-self::*/step'
if (rlp instanceof Step && ((Step)rlp).isAbbreviatedDot()) {
Step left = new Step(Axis.DESCENDANTORSELF,
DTM.ELEMENT_NODE, null);
RESULT = new ParentLocationPath(left, right);
}
else {
// Expand 'rlp//step' -> 'rlp/descendant-or-self::*//step'
RelativeLocationPath left = (RelativeLocationPath)rlp;
Step mid = new Step(Axis.DESCENDANTORSELF,
DTM.ELEMENT_NODE, null);
ParentLocationPath ppl = new ParentLocationPath(mid, right);
RESULT = new ParentLocationPath(left, ppl);
}
}
}
else if ((axis == Axis.ATTRIBUTE) || (type == NodeTest.ATTRIBUTE)) {
    // Expand 'rlp//step' -> 'rlp/descendant-or-self::*/step'
    RelativeLocationPath left = (RelativeLocationPath)rlp;
    Step middle = new Step(Axis.DESCENDANTORSELF,
                           DT.M.ELEMENT_NODE, null);
    ParentLocationPath ppl = new ParentLocationPath(middle, right);
    RESULT = new ParentLocationPath(left, ppl);
}
else {
    // Expand 'rlp//step' -> 'rlp/descendant-or-self::node()/step'
    RelativeLocationPath left = (RelativeLocationPath)rlp;
    Step middle = new Step(Axis.DESCENDANTORSELF,
                           DOM.NO_TYPE, null);
    ParentLocationPath ppl = new ParentLocationPath(middle, right);
    RESULT = new ParentLocationPath(left, ppl);
}

AbbreviatedAbsoluteLocationPath ::= DSLASH RelativeLocationPath:rlp
    {:
        //
        // Expand '// into '/descendant-or-self::node()/ or
        // into /descendant-or-self::*/
        //
        int nodeType = DOM.NO_TYPE;
        if (rlp instanceof Step &&
            parser.isElementAxis(((Step) rlp).getAxis()))
        {
            nodeType = DT.M.ELEMENT_NODE;
        }
        final Step step = new Step(Axis.DESCENDANTORSELF, nodeType, null);
        RESULT = new AbsoluteLocationPath(parser.insertStep(step,
                                                (RelativeLocationPath) rlp));
    ;}

Step ::= NodeTest:ntest
    {:
        if (ntest instanceof Step) {
            RESULT = (Step)ntest;
        }
        else {
            RESULT = new Step(Axis.CHILD,
                               parser.findNodeType(Axis.CHILD, ntest),
                               null);
        }
    ;}
<table>
<thead>
<tr>
<th>NodeTest:ntest Predicates:pp</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
</tbody>
</table>
if (ntest instanceof Step) {
  Step step = (Step)ntest;
  step.addPredicates(pp);
  RESULT = (Step)ntest;
}
else {
  RESULT = new Step(Axis.CHILD,
    parser.findNodeType(Axis.CHILD, ntest), pp);
}
<p>|</p>
<table>
<thead>
<tr>
<th>AxisSpecifier:axis NodeTest:ntest Predicates:pp</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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</tbody>
</table>
RESULT = new Step(axis.intValue(),
  parser.findNodeType(axis.intValue(), ntest), pp);
<p>|</p>
<table>
<thead>
<tr>
<th>AxisSpecifier:axis NodeTest:ntest</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
</tr>
</tbody>
</table>
RESULT = new Step(axis.intValue(),
  parser.findNodeType(axis.intValue(), ntest),
  null);
<p>|</p>
<table>
<thead>
<tr>
<th>AbbreviatedStep:abbrev</th>
</tr>
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<tr>
<td></td>
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</tbody>
</table>
RESULT = abbrev; : |

AxisSpecifier ::= AxisName:an DCOLON |
<table>
<thead>
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</table>
RESULT = an; |

<table>
<thead>
<tr>
<th>ATSIGN</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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</tbody>
</table>
RESULT = new Integer(Axis.ATTRIBUTE); |

AxisName ::= ANCESTOR |
<table>
<thead>
<tr>
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<tbody>
<tr>
<td></td>
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</tbody>
</table>
RESULT = new Integer(Axis.ANCESTOR); |

<table>
<thead>
<tr>
<th>ANCESTORORSELF</th>
</tr>
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<tbody>
<tr>
<td></td>
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</tbody>
</table>
RESULT = new Integer(Axis.ANCESTORORSELF); |

<table>
<thead>
<tr>
<th>ATTRIBUTE</th>
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<tbody>
<tr>
<td></td>
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</tbody>
</table>
RESULT = new Integer(Axis.ATTRIBUTE); |

<table>
<thead>
<tr>
<th>CHILD</th>
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<tbody>
<tr>
<td></td>
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</table>
RESULT = new Integer(Axis.CHILD); |

<table>
<thead>
<tr>
<th>DESCENDANT</th>
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<tbody>
<tr>
<td></td>
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</tbody>
</table>
RESULT = new Integer(Axis.DESCENDANT); |
DESCENDANTORSELF
{: RESULT = new Integer(Axis.DESCENDANTORSELF); :}

FOLLOWING
{: RESULT = new Integer(Axis.FOLLOWING); :}

FOLLOWINGSIBLING
{: RESULT = new Integer(Axis.FOLLOWINGSIBLING); :}

NAMESPACE
{: RESULT = new Integer(Axis.NAMESPACE); :}

PARENT
{: RESULT = new Integer(Axis.PARENT); :}

PRECEDING
{: RESULT = new Integer(Axis.PRECEDING); :}

PRECEDINGSIBLING
{: RESULT = new Integer(Axis.PRECEDINGSIBLING); :}

SELF
{: RESULT = new Integer(Axis.SELF); :};

AbbreviatedStep ::= DOT
{: RESULT = new Step(Axis.SELF, NodeTest.ANODE, null); :}

DDOT
{: RESULT = new Step(Axis.PARENT, NodeTest.ANODE, null); :};

FilterExpr ::= PrimaryExpr:primary
{: RESULT = primary; :}

PrimaryExpr:primary Predicates:pp
{: RESULT = new FilterExpr(primary, pp); :};

PrimaryExpr ::= VariableReference:vr
{: RESULT = vr; :}

LPAREN Expr:ex RPAREN
{: RESULT = ex; :}

Literal:string
{: /*
* If the string appears to have the syntax of a QName, store
* namespace info in the literal expression. This is used for
*/}
* element-available and function-available functions, among
* others. Also, the default namespace must be ignored.
*/

String namespace = null;
final int index = string.lastIndexOf(’:’);

if (index > 0) {
    final String prefix = string.substring(0, index);
    namespace = parser._symbolTable.lookupNamespace(prefix);
}
RESULT = (namespace == null) ? new LiteralExpr(string) : new LiteralExpr(string, namespace);

| INT:num |
| : long value = num.longValue(); |
| : if (value < Integer.MIN_VALUE || value > Integer.MAX_VALUE) { |
| : RESULT = new RealExpr(value); |
| : } else { |
| : if (num.doubleValue() == -0) |
| : RESULT = new RealExpr(num.doubleValue()); |
| : else if (num.intValue() == 0) |
| : RESULT = new IntExpr(num.intValue()); |
| : else if (num.doubleValue() == 0.0) |
| : RESULT = new RealExpr(num.doubleValue()); |
| : else |
| : RESULT = new IntExpr(num.intValue()); |
| : } |

| REAL:num |
| : RESULT = new RealExpr(num.doubleValue()); |

| FunctionCall:fc |
| : RESULT = fc; |

VariableReference ::= DOLLAR VariableName:varName

: |
| // An empty qname prefix for a variable or parameter reference |
| // should map to the null namespace and not the default URI. |
| SyntaxTreeNode node = parser.lookupName(varName); |

if (node != null) {
    if (node instanceof Variable) {
        RESULT = new VariableRef((Variable)node);
    }
}
else if (node instanceof Param) {
    RESULT = new ParameterRef((Param)node);
} else {
    RESULT = new UnresolvedRef(varName);
}

if (node == null) {
    RESULT = new UnresolvedRef(varName);
}

FunctionCall ::= FunctionName:fname LPAREN RPAREN
{
    if (parser.getQNameIgnoreDefaultNs("current").equals(fname)) {
        RESULT = new CurrentCall(fname);
    } else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) {
        RESULT = new NumberCall(fname, parser.EmptyArgs);
    } else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) {
        RESULT = new StringCall(fname, parser.EmptyArgs);
    } else if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) {
        RESULT = new ConcatCall(fname, parser.EmptyArgs);
    } else if (parser.getQNameIgnoreDefaultNs("true").equals(fname)) {
        RESULT = new BooleanExpr(true);
    } else if (parser.getQNameIgnoreDefaultNs("false").equals(fname)) {
        RESULT = new BooleanExpr(false);
    } else if (parser.getQNameIgnoreDefaultNs("name").equals(fname)) {
        RESULT = new NameCall(fname);
    } else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) {
        RESULT = new GenerateIdCall(fname, parser.EmptyArgs);
    } else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
        RESULT = new StringLengthCall(fname, parser.EmptyArgs);
    } else if (parser.getQNameIgnoreDefaultNs("position").equals(fname)) {
        RESULT = new PositionCall(fname);
    } else if (parser.getQNameIgnoreDefaultNs("last").equals(fname)) {
        RESULT = new LastCall(fname);
else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {
    RESULT = new LocalNameCall(fname);
}

else if (parser.getQNameIgnoreDefaultNs("namespace-uri").equals(fname)) {
    RESULT = new NamespaceUriCall(fname);
}
else {
    RESULT = new FunctionCall(fname, parser.EmptyArgs);
}

| FunctionName:fname LPAREN NonemptyArgumentList:argl RPAREN |
| { |
  | if (parser.getQNameIgnoreDefaultNs("concat").equals(fname)) { |
  |     RESULT = new ConcatCall(fname, argl);
  | }
  | else if (parser.getQNameIgnoreDefaultNs("number").equals(fname)) { |
  |     RESULT = new NumberCall(fname, argl);
  | }
  | else if (parser.getQNameIgnoreDefaultNs("document").equals(fname)) { |
  |     parser.setMultiDocument(true);
  |     RESULT = new DocumentCall(fname, argl);
  | }
  | else if (parser.getQNameIgnoreDefaultNs("string").equals(fname)) { |
  |     RESULT = new StringCall(fname, argl);
  | }
  | else if (parser.getQNameIgnoreDefaultNs("boolean").equals(fname)) { |
  |     RESULT = new BooleanCall(fname, argl);
  | }
  | else if (parser.getQNameIgnoreDefaultNs("name").equals(fname)) { |
  |     RESULT = new NameCall(fname, argl);
  | }
  | else if (parser.getQNameIgnoreDefaultNs("generate-id").equals(fname)) { |
  |     RESULT = new GenerateIdCall(fname, argl);
  | }
  | else if (parser.getQNameIgnoreDefaultNs("not").equals(fname)) { |
  |     RESULT = new NotCall(fname, argl);
  | }
  | else if (parser.getQNameIgnoreDefaultNs("format-number").equals(fname)) { |
  |     RESULT = new FormatNumberCall(fname, argl);
  | }
  | else if (parser.getQNameIgnoreDefaultNs("unparsed-entity-uri").equals(fname)) { |
  |     RESULT = new UnparsedEntityUriCall(fname, argl);
  | }
  | else if (parser.getQNameIgnoreDefaultNs("key").equals(fname)) { |
  |     RESULT = new KeyCall(fname, argl);
  | }
  | }
else if (parser.getQNameIgnoreDefaultNs("id").equals(fname)) {
    RESULT = new KeyCall(fname, argl);
    parser.setHasIdCall(true);
}
else if (parser.getQNameIgnoreDefaultNs("ceiling").equals(fname)) {
    RESULT = new CeilingCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("round").equals(fname)) {
    RESULT = new RoundCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("floor").equals(fname)) {
    RESULT = new FloorCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("contains").equals(fname)) {
    RESULT = new ContainsCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("string-length").equals(fname)) {
    RESULT = new StringLengthCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("starts-with").equals(fname)) {
    RESULT = new StartsWithCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("function-available").equals(fname)) {
    RESULT = new FunctionAvailableCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("element-available").equals(fname)) {
    RESULT = new ElementAvailableCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("local-name").equals(fname)) {
    RESULT = new LocalNameCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("lang").equals(fname)) {
    RESULT = new LangCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("namespace-uri").equals(fname)) {
    RESULT = new NamespaceUriCall(fname, argl);
}
else if (parser.getQNameIgnoreDefaultNs("TRANSLETURI", "xsltc", "cast").equals(fname)) {
    RESULT = new CastCall(fname, argl);
}

// Special case for extension function nodeset()
else if (fname.getLocalPart().equals("nodeset") || fname.getLocalPart().equals("node-set")) {
    parser.setCallsNodeset(true);  // implies MultiDOM
    RESULT = new FunctionCall(fname, argl);
}
else {
    RESULT = new FunctionCall(fname, argl);
}
NonemptyArgumentList ::= Argument:arg
    {:
        Vector temp = new Vector();
        temp.addElement(arg);
        RESULT = temp;
    :}

    | Argument:arg COMMA NonemptyArgumentList:argl
    {:
        argl.insertElementAt(arg, 0); RESULT = argl; :}

FunctionName ::= QName:fname
    {:
        RESULT = fname;
    :};

VariableName ::= QName:vname
    {:
        RESULT = vname;
    :};

Argument ::= Expr:ex
    {:
        RESULT = ex; :};

NodeTest ::= NameTest:nt
    {:
        RESULT = nt; :}

    | NODE
    {:
        RESULT = new Integer(NodeTest.ANODE); :}

    | TEXT
    {:
        RESULT = new Integer(NodeTest.TEXT); :}

    | COMMENT
    {:
        RESULT = new Integer(NodeTest.COMMENT); :}

    | PIPARAM LPAREN Literal:l RPAREN
    {:
        QName name = parser.getQNameIgnoreDefaultNs("name");
        Expression exp = new EqualityExpr(Operators.EQ,
            new NameCall(name),
            new LiteralExpr(l));
        Vector predicates = new Vector();
        predicates.addElement(new Predicate(exp));
        RESULT = new Step(Axis.CHILD, NodeTest.PI, predicates);
    :}
PI
{: RESULT = new Integer(NodeTest.PI); :}

NameTest ::= STAR
{: RESULT = null; :}

| QName:qn
{: RESULT = qn; :};

QName ::= QName:qname
{: RESULT = parser.getQNameIgnoreDefaultNs(qname); :}

| DIV
{: RESULT = parser.getQNameIgnoreDefaultNs("div"); :}

| MOD
{: RESULT = parser.getQNameIgnoreDefaultNs("mod"); :}

| KEY
{: RESULT = parser.getQNameIgnoreDefaultNs("key"); :}

| ANCESTOR
{: RESULT = parser.getQNameIgnoreDefaultNs("child"); :}

| ANCESTORORSELF
{: RESULT = parser.getQNameIgnoreDefaultNs("ancestor-or-self"); :}

| ATTRIBUTE
{: RESULT = parser.getQNameIgnoreDefaultNs("attribute"); :}

| CHILD
{: RESULT = parser.getQNameIgnoreDefaultNs("child"); :}

| DESCENDANT
{: RESULT = parser.getQNameIgnoreDefaultNs("decendant"); :}

| DESCENDANTORSELF
{: RESULT = parser.getQNameIgnoreDefaultNs("decendant-or-self"); :}

| FOLLOWING
{: RESULT = parser.getQNameIgnoreDefaultNs("following"); :}

| FOLLOWINGSIBLING
{: RESULT = parser.getQNameIgnoreDefaultNs("following-sibling"); :}

|NAMESPACE
{: RESULT = parser.getQNameIgnoreDefaultNs("namespace"); :}
PARENT
{: RESULT = parser.getQNameIgnoreDefaultNs("parent"); :}

PRECEDING
{: RESULT = parser.getQNameIgnoreDefaultNs("preceeding"); :}

PRECEDINGSIBLING
{: RESULT = parser.getQNameIgnoreDefaultNs("preceeding-sibling"); :}

SELF
{: RESULT = parser.getQNameIgnoreDefaultNs("self"); :}

ID
{: RESULT = parser.getQNameIgnoreDefaultNs("id"); :};

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltcompiler(xpath.cup
No license file was found, but licenses were detected in source scan.

/*
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 * regarding copyright ownership. The ASF licenses this file
 * to you under the Apache License, Version 2.0 (the "License");
 * you may not use this file except in compliance with the License.
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 * distributed under the License is distributed on an "AS IS" BASIS,
 * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either express or implied.
 * See the License for the specific language governing permissions and
 * limitations under the License.
 */

// is found, then throw a special exception in order to terminate

Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/TransformerFactoryImpl.java
No license file was found, but licenses were detected in source scan.

/*
 * Copyright (c) 2002 World Wide Web Consortium,
 * (Massachusetts Institute of Technology, Institut National de
 * Recherche en Informatique et en Automatique, Keio University). All
package org.apache.xalan.xslt.compiler;

import java_cup.runtime.Symbol;

void initialize() {
    last = -1;
}

static boolean isWhitespace(int c) {
    return (c == ' ' || c == '	' || c == '' || c == '
' || c == '');
}

/**
 * If symbol is not followed by `::` or `(`, then treat it as a
 * name instead of an axis or function (Jira-1912).
 */
Symbol disambiguateAxisOrFunction(int ss) throws Exception {
    // Peek in the input buffer without changing the internal state
    int index = yy_buffer_index;

// Skip whitespace
while (index < yy_buffer_read && isWhitespace(yy_buffer[index])) {
    index++;
}

// If end of buffer, can't disambiguate :
if (index >= yy_buffer_read) {
    // Can't disambiguate, so return as symbol
    return new Symbol(ss);
}

// Return symbol if next token is '::' or '('
return (yy_buffer[index] == ':' && yy_buffer[index+1] == ':') ||
       yy_buffer[index] == '(' ?
       newSymbol(ss) : newSymbol(sym.QNAME, yytext());

/**
* If symbol is first token or if it follows any of the operators
* listed in http://www.w3.org/TR/xpath#exprlex then treat as a
* name instead of a keyword (Jira-1912).
*/
Symbol disambiguateOperator(int ss) throws Exception {
    switch (last) {
    case -1:    // first token
        case sym.ATSIGN:
        case sym.DCOLON:
        case sym.LPAREN:
        case sym.LBRACK:
        case sym.COMMA:
        case sym.AND:
        case sym.OR:
        case sym.MOD:
        case sym.DIV:
        case sym.MULT:
        case sym.SLASH:
        case sym.DSLASH:
        case sym.VBAR:
        case sym.PLUS:
        case sym.MINUS:
        case sym.EQ:
        case sym.NE:
        case sym.LT:
        case sym.LE:
        case sym.GT:
        case sym.GE:
            return newSymbol(sym.QNAME, yytext());
    }
}
Symbol disambiguateStar() throws Exception {
    switch (last) {
        case -1: // first token
            case sym.ATSIGN:
            case sym.DCOLON:
            case sym.LPAREN:
            case sym.LBRACK:
            case sym.COMMA:
            case sym.AND:
            case sym.OR:
            case sym.MOD:
            case sym.DIV:
            case sym.MULT:
            case sym.SLASH:
            case sym.DSLASH:
            case sym.VBAR:
            case sym.PLUS:
            case sym.MINUS:
            case sym.EQ:
            case sym.NE:
            case sym.LET:
            case sym.LE:
            case sym.GT:
            case sym.GE:
            return newSymbol(sym.STAR);
        }
        return newSymbol(sym.MULT);
    }

    Symbol newSymbol(int ss) {
        last = ss;
        return new Symbol(ss);
    }

    Symbol newSymbol(int ss, String value) {
        last = ss;
        return new Symbol(ss, value);
    }

    Symbol newSymbol(int ss, Long value) {
last = ss;
return new Symbol(ss, value);
}

Symbol newSymbol(int ss, Double value) {
last = ss;
return new Symbol(ss, value);
}%

%eofval{
return newSymbol(sym.EOF);
%eofval%

%yylexthrow{
Exception
%yylexthrow

Letter={BaseChar}[[|{Ideographic}]

BaseChar=[u0041-u005A|u0061-u007A|u00C0-u00D6|u00D8-u00F6|u00F8-u00FF|u0100-u0131|u0133-u0141|u0148-u014A|u0176-u0180|u01C3-u01CD|u01F0-u01F4|u01F5-u01FA|u0217-u0250|u02A8-u02BB|u02C1-u0386|u0388-u038Au038Cu038E|u03A1-u03A3|u03CE|u03D0- u03D6|u03DC|u03DE|u03F3|u0401-u040C|u044Fu0451|u045C|u045E- u0481|u0490-u04C4|u04CB|u04CC|u04D0|u04EB|u04EE|u04F5|u04F8-u04F9|u0531- u0556|u0559-u0561|u0586-u05D0|u05EA|u05F0-u05F2|u0621-u063A|u0641-u064A|u0671-u067B|u06BA- u06BE|u06C0-u06D0|u06D3-u06D5|u06E5-u06E6|u0905-u0939|u093D|u0958-u0961|u098C-u099F|u0999|u09A8-u099A|u09B0-u09B2|u09B6-u09B9|u09DC|u09DF- u09E1|u09F0|u09F1|u0A05-u0A0F|u0A10|u0A13|u0A28|u0A2A|u0A30-u0A32|u0A33|u0A35- u0A36|u0A38|u0A39|u0A5C|u0A72|u0A74|u0A85|u0A8B|u0A8D|u0A8F|u0A91|u0A93- u0A9A|u0AA|u0AB|u0AB2|u0AB3|u0AB5|u0AB9|u0ABD|u0AE0|u0BF|u0B0|u0B13- u0B16|u0B28|u0B2A|u0B30|u0B32|u0B33|u0B36|u0B39|u0B3D|u0B5C|u0B5D|u0B5F|u0B61|u0B85- u0B8A|u0B8E|u0B90|u0B92|u0B95|u0B99|u0B9A|u0B9C|u0B9E|u0B9F|u0BA3|u0BA4|u0BA8- u0BA9|u0BAE|u0BB5|u0BB7|u0BB9|u0BC5|u0BC6|u0BC8|u0CB2|u0CC3|u0C35- u0C39|u0C60|u0C61|u0C85|u0C8C|u0C8E|u0C90|u0C92|u0CA8|u0CA9|u0CB3|u0CB5- u0CB9|u0CDE|u0CE0|u0CE1|u0D0|u0D0C|u0D0E|u0D10|u0D12|u0D28|u0D2A|u0D39|u0D60- u0D61|u0E01|u0E2E|u0E30|u0E32|u0E33|u0E40|u0E45|u0E81|u0E82|u0E84|u0E87- u0E88|u0E8A|u0E8D|u0E94|u0E97|u0E99|u0E9F|u0EA1|u0EA3|u0EA5|u0EA7|u0EAA|u0EAB|u0EAD- u0EAE|u0EB2|u0EB3|u0EBD|u0EC0|u0EC4|u0F40|u0F47|u0F49|u0F69|u0A0|u0C5|u0D0|u0F6u|u100u|u102|u103|u105|u107|u109|u110|u110C|u110E- u1112|u113C|u113E|u1140|u114C|u114E|u1150|u1154|u1155|u1159|u115F- u1161|u1163|u1165|u1167|u1169|u116D|u116E|u1172|u1173|u1175|u119E|u11A8|u11AB|u11AE- u11AF|u11B7|u11B8|u11BA|u11BC|u11C2|u11EB|u11F0|u11F9|u11E0-|u11E9|u11E0-|u11F0|u11F1|u11F5|u11F8|u11F9|u11F0-|u11F15|u11F18|u11F1D|u11F20|u11F45|u11F48|u11F49|u11F50-|u11F57|u11F59|u11F5B|u11F5D|u11F5F-|u11F7D|u11F80-|u11F84|u11F86|u11FC|u11FC6|u11FCU|u11FD0|u11FD3|u11FD6|u11FDU|u11FE0-|u11FCU|u11FF4|u11FF6|u11FCU|u1216|u122A|u1212B|u121E|u12180-|u12182|u3041-|u3094|u30A1-|u30FA|u3105-|u312C|u312C|u312C|u312C|u312C|u312C|u312C|u312C|u312C|u312C|u312C]
"/\" [ return newSymbol(sym.DSLASH); ]
"-=" [ return newSymbol(sym.EQ); ]
"!=" [ return newSymbol(sym.NE); ]
"<" [ return newSymbol(sym.LT); ]
">" [ return newSymbol(sym.GT); ]
"<=" [ return newSymbol(sym.LE); ]
">=" [ return newSymbol(sym.GE); ]
"id" [ return disambiguateAxisOrFunction(sym.ID); ]
"key" [ return disambiguateAxisOrFunction(sym.KEY); ]
"text()" [ return newSymbol(sym.TEXT); ]
"text\+[ ]/\n\nF]+\(" [ return newSymbol(sym.TEXT); ]
"node()" [ return newSymbol(sym.NODE); ]
"node\+[ ]/\n\nF]+\(" [ return newSymbol(sym.NODE); ]
"comment()" [ return newSymbol(sym.COMMENT); ]
"comment\+[ ]/\n\nF]+\(" [ return newSymbol(sym.COMMENT); ]
"processing-instruction" [ return disambiguateAxisOrFunction(sym.PIPARAM); ]
"processing-instruction()" [ return newSymbol(sym.PI); ]
"processing-instruction\+[ ]/\n\nF]+\(" [ return newSymbol(sym.PI); ]
"or" [ return disambiguateOperator(sym.OR); ]
"and" [ return disambiguateOperator(sym.AND); ]
"child" [ return disambiguateAxisOrFunction(sym.CHILD); ]
"attribute" [ return disambiguateAxisOrFunction(sym.ATTRIBUTE); ]
"ancestor" [ return disambiguateAxisOrFunction(sym.ANCESTOR); ]
"ancestor-or-self" [ return disambiguateAxisOrFunction(sym.ANCESTORORSELF); ]
"descendant" [ return disambiguateAxisOrFunction(sym.DESCENDANT); ]
"descendant-or-self" [ return disambiguateAxisOrFunction(sym.DESCENDANTORSELF); ]
"following" [ return disambiguateAxisOrFunction(sym.FOLLOWING); ]
"following-sibling" [ return disambiguateAxisOrFunction(sym.FOLLOWINGSIBLING); ]
"namespace" [ return disambiguateAxisOrFunction(sym.NAMESPACE); ]
"parent" [ return disambiguateAxisOrFunction(sym.PARENT); ]
"preceding" [ return disambiguateAxisOrFunction(sym.PRECEDING); ]
"preceding-sibling" [ return disambiguateAxisOrFunction(sym.PRECEDINGSIBLING); ]
"self" [ return disambiguateAxisOrFunction(sym.SELF); ]
"{\"[NCName]:\}" [ return newSymbol(sym.QNAME, yytext()); ]
"<\"[NCName]\"]\" [ return newSymbol(sym.COMMENT, yytext()); ]
"\"[NCName]\"\" [ return newSymbol(sym.LITERAL, yytext()); ]
\"[NCName]\"\" [ return newSymbol(sym.LITERAL, yytext()); ]

\"[NCName]:\"?{NCName} [ return newSymbol(sym.QNAME, yytext()); ]
null
{  
  System.out.println(S_VERSION);  
}

/**
 * Constant name of product.
 */
public static final String PRODUCT = "Xalan";

/**
 * Implementation Language.
 */
public static final String LANGUAGE = "Java";

/**
 * Major version number.
 * Version number. This changes only when there is a
 * significant, externally apparent enhancement from
 * the previous release. "n" represents the n'th
 * version.
 *
 * Clients should carefully consider the implications
 * of new versions as external interfaces and behaviour
 * may have changed.
 */
public static final int VERSION = @version.VERSION@;

/**
 * Release Number.
 * Release number. This changes when:
 * - a new set of functionality is to be added, eg,
 *   implementation of a new W3C specification.
 * - API or behaviour change.
 * - its designated as a reference release.
 */
public static final int RELEASE = @version.RELEASE@;

/**
 * Maintenance Drop Number.
 * Optional identifier used to designate maintenance
 * drop applied to a specific release and contains
 * fixes for defects reported. It maintains compatibility
 * with the release and contains no API changes.
 * When missing, it designates the final and complete
 * development drop for a release.
 */
public static final int MAINTENANCE = @version.MINOR@;
/**
* Development Drop Number.
* Optional identifier designates development drop of
*
a specific release. D01 is the first development drop
*
of a new release.
*
*
Development drops are works in progress towards a
*
compeleted, final release. A specific development drop
*
may not completely implement all aspects of a new
*
feature, which may take several development drops to
*
complete. At the point of the final drop for the
*
release, the D suffix will be omitted.
*
*
Each 'D' drops can contain functional enhancements as
*
well as defect fixes. 'D' drops may not be as stable as
*
the final releases.
*/
public static final int DEVELOPMENT = 0;
/**
* Version String like <CODE>"<B>Xalan</B> <B>Language</B>
* v.r[.dd| <B>D</B>nn]"</CODE>.
* <P>Semantics of the version string are identical to the Xerces project.</P>
*/
public static final String S_VERSION = PRODUCT+" "+LANGUAGE+" "
+VERSION+"."+RELEASE+"."
+(DEVELOPMENT > 0 ? ("D"+DEVELOPMENT)
: (""+MAINTENANCE));
}
Found in path(s):
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sourcesjar/org/apache/xalan/processor/XSLProcessorVersion.src
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/functions/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/transformer/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/client/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/extensions/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/res/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/sql/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/package.html
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xpath/res/package.html
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*/

// Proprietary, built in functions
/** current function string (Proprietary). */

Found in path(s):
*/
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* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/XslAttribute.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/dtm/ref/NodeLocator.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/ToStream.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/runtime/MessageHandler.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/utils/ElemDesc.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/templates/ElemForEach.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/patterns/ContextMatchStepPattern.java
* /opt/cola/permissions/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/res/XPATHErrorResources_zh.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemTextLiteral.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/utils/SerializerMessages_de.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Step.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/IntegerArray.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/ErrorMessages_pt_BR.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/objects/XString.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ErrorMessages.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/trax/SecuritySupport.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/FilterParentPath.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/Sort.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/functions/FuncLast.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/AttributeValue.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/DecimalFormatProperties.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/res/XPATHErrorResources_pt_BR.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/URI.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/res/XSLTErrorResources_zh.java
jar/org/apache/xalan/xslt/compiler/util/ErrorMessages_pl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xpath/objects/XNodeSetForDOM.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/utils/res/XResources_es.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/templates/ElemCopy.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/serializer/SerializerConstants.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/serializer/dom3/LSSerializerImpl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xsltc/compiler/VariableRefBase.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/utils/XMLStringFactoryDefault.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/transformer/KeyManager.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/templates/ElemComment.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xslt/compiler/AttributeSet.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/compiler/Lexer.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/serializer/DOM3Serializer.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/utils/res/XResources_fr.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/lib/ExsltStrings.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xml/utils/res/XResourceBundle.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/templates/XUnresolvedVariableSimple.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-
jar/org/apache/xalan/xslt/compiler/util/ErrorMessages_tr.java
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jar/org/apache/xml/utils/res/XResources_zh_TW.java
jar/org/apache/xml/serializer/dom3/DOMLocatorImpl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/ProcessorStylesheetElement.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/compiler/PseudoNames.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/SecuritySupport.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/TransformSnapshotImpl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/util/Util.java
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/RoundCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/templates/ElemApplyTemplates.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/processor/StylesheetHandler.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/ObjectFactory.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/trace/PrintTraceListener.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/serializer/SerializationHandler.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/trace/TracerEvent.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/compiler/FloorCall.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xml/utils/FastStringBuffer.java
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xsltc/dom/DOMWSFilter.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/extensions/ExpressionContext.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/functions/FunctionDef1Arg.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/axes/OneStepIterator.java
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jar/org/apache/xml/utils/NamespaceSupport2.java
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* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/res/XSLTErrorResources_es.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/templates/ElemOtherwise.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/ExtendedContentHandler.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/runtime/ErrorMessages_de.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/runtime/InternalRuntimeError.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/SourceTreeManager.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/dtm/ObjectFactory.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/utils/XML11Char.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/runtime/ErrorMessages_ko.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/runtime/ErrorMessages_tr.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/runtime/ErrorMessages_de.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/runtime/ErrorMessages_ko.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/runtime/ErrorMessages_tr.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/processor/ProcessorPreserveSpace.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/res/XSLTErr
jar/org/apache/xalan/trace/TraceListenerEx.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xpath/ExtensionsProvider.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources-jar/org/apache/xalan/xslt/cmdline/Compile.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/lib/ExsltDatetime.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/functions/FuncContains.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/dtm/ref/EmptyIterator.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/templates/ElemValueOf.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/trace/SelectionEvent.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xsltc/compiler/util/VoidType.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/templates/ElemParam.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/dom/AdaptiveResultTreeImpl.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/compiler/util/ResultTreeType.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/jaxp/JAXPPrefixResolver.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xalan/xslt/trax/OutputSettings.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/Encodings.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/serializer/SerializerFactory.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/utils/WrongParserException.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/XPathException.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xml/dtm/ref/DTMStringPool.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/operations/String.java
* /opt/cola/permits/1134796662_1613422294.09/0/xalan-2-7-2-sources.jar/org/apache/xpath/patterns/NodeTestFilter.java
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1.14 springfoxswagger 2.8.0

1.15 routes 2.5.1

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1.16 jta 1.2

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1.22 pycparser 2.18-1.ph3

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1.23 maven-model 2.0.4

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1.30 jetty-util 6.1.26

1.31 flask 1.1.2

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* /opt/cola/permits/1136703541_1613864667.22/0/plexus-sec-dispatcher-1-3-sources-1-jar/org/sonatype/plexus/components/sec/dispatcher/DefaultSecDispatcher.java
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1.33 quartz 2.3.2

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* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/AlternativeLongOptionSpec.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/OptionParserState.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/UnconfiguredOptionException.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-
jar/joptsimple/AbstractOptionSpec.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/OptionSpec.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/internal/MethodInvokingValueConverter.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/OptionalArgumentOptionSpec.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/util/DateConverter.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/internal/ConstructorInvokingValueConverter.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/OptionArgumentConversionException.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/internal/Classes.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/UnavailableOptionException.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/OptionDescriptor.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/ValueConversionException.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/OptionParser.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/internal/Reflection.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/UnrecognizedOptionException.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/internal/Row.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/NonOptionArgumentSpec.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/ParserRules.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/RequiredArgumentOptionSpec.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/ArgumentList.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/ValueConverter.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/internal/SimpleOptionNameMap.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/MultipleArgumentsForOptionException.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/internal/KeyValuePair.java

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* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/internal/AbbreviationMap.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/internal/Rows.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/internal/Columns.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/Internal/IllegalOptionSpecificationException.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/internal/Strings.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/OptionMissingRequiredArgumentException.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/OptionSet.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/ArgumentAcceptingOptionSpec.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/util/InetAddressConverter.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/OptionException.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/BuiltinHelpFormatter.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/OptionSpecTokenizer.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/internal/ReflectionException.java
* /opt/cola/permits/1177945013_1625575335.76/0/jopt-simple-5-0-4-sources-8-jar/joptsimple/internal/OptionNameMap.java
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"Source code" for a work means the preferred form of the work for making modifications to it. For a library, complete source code means
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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any
application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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

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

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  jar/io/netty/resolver/NoopAddressResolver.java
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  jar/io/netty/resolver/SimpleNameResolver.java
* /opt/ws_local/PERMITS_SQL/1063377547_1592971958.14/0/netty-resolver-4-1-43-final-sources-1-
  jar/io/netty/resolver/NopAddressResolver.java
* /opt/ws_local/PERMITS_SQL/1063377547_1592971958.14/0/netty-resolver-4-1-43-final-sources-1-
  jar/io/netty/resolver/package-info.java
* /opt/ws_local/PERMITS_SQL/1063377547_1592971958.14/0/netty-resolver-4-1-43-final-sources-1-jar/io/netty/resolver/NoopAddressResolverGroup.java
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1.44 hsqldb-jdbc 2.3.0

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1.47 gliderlabs-ssh 0.3.2

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sources-jar/io/netty/channel/unix/Buffer.java
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sources-jar/netty/channel/unix/Buffer.c
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1.54 statsd 3.3.0

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1.55 openstacksdk 0.47.0

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    resource.py
    compute/
        compute_service.py
        v2/
            server.py
            _proxy.py
    tests/
    compute/
        v2/
            test_server.py
clouds:
    test_cloud:
        region_name: RegionOne
auth:
  auth_url: http://xxx.xxx.xxx.xxx:5000/v2.0/
  username: demo
  password: secrete
  project_name: demo
rackspace:
  cloud: rackspace
  auth:
    username: joe
    password: joes-password
    project_name: 123123
    region_name: IAD
example:
  image_name: fedora-20.x86_64
  flavor_name: m1.small
  network_name: private

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  jar/org/hsqldb/util/preprocessor/Document.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/util/preprocessor/Option.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/util/preprocessor/AntResolver.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/util/preprocessor/LineType.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/util/preprocessor/Parser.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/util/preprocessor/Tokenizer.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/util/preprocessor/Defines.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/util/preprocessor/Line.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/util/preprocessor/Preprocessor.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/util/preprocessor/Definitions.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
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  jar/org/hsqldb/types/BinaryType.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/ExpressionAggregate.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/lib/HsqlByteArrayOutputStream.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/util/DataAccessPoint.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/scriptio/ScriptWriterBase.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/server/RecoverableOdbcFailure.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/jdbc/JDBCDataSourceFactory.java
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* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/types/IntervalMonthData.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/types/DateTimeType.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/test/TestTriggers.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/server/ServerConstants.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/SessionContext.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/SessionInterface.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/sample/ConnectionTypesSample.java
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/lib/java/JavaSystem.java
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  jar/org/hsqldb/test/TestSchemaParse.java
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  jar/org/hsqldb/lib/HsqlTimer.java
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* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2-5-0-sources-jar/org/hsqldb/auth/HsqldbSlaveAuthBean.java
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*/
/**
 * provides cross-package access to the proprietary (i.e. non-JDBC)
 * HSQLDB session interface. <P>
 *
 * @return the underlying sessionProxy for this connection
 */

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/*
* Comprehensive information about the database as a whole.
*<p>
* This interface is implemented by driver vendors to let users know the capabilities
* of a Database Management System (DBMS) in combination with
* the driver based on JDBC technology
* ("JDBC driver") that is used with it. Different relational DBMSs often support
* different features, implement features in different ways, and use different
* data types. In addition, a driver may implement a feature on top of what the
* DBMS offers. Information returned by methods in this interface applies
* to the capabilities of a particular driver and a particular DBMS working
* together. Note that as used in this documentation, the term "database" is
* used generically to refer to both the driver and DBMS.
*<p>
* A user for this interface is commonly a tool that needs to discover how to
* deal with the underlying DBMS. This is especially true for applications
* that are intended to be used with more than one DBMS. For example, a tool might use the method
* <code>getTypeInfo</code> to find out what data types can be used in a
* <code>CREATE TABLE</code> statement. Or a user might call the method
* <code>supportsCorrelatedSubqueries</code> to see if it is possible to use
* a correlated subquery or <code>supportsBatchUpdates</code> to see if it is
* possible to use batch updates.
*<p>
* Some <code>DatabaseMetaData</code> methods return lists of information
* in the form of <code>ResultSet</code> objects.
* Regular <code>ResultSet</code> methods, such as
* <code>getString</code> and <code>getInt</code>, can be used
* to retrieve the data from these <code>ResultSet</code> objects. If
* a given form of metadata is not available, an empty <code>ResultSet</code>
* will be returned. Additional columns beyond the columns defined to be
Some DatabaseMetaData methods take arguments that are String patterns. These arguments all have names such as fooPattern. Within a pattern String, "%" means match any substring of 0 or more characters, and "_" means match any one character. Only metadata entries matching the search pattern are returned. If a search pattern argument is set to null, that argument's criterion will be dropped from the search.

A method that gets information about a feature that the driver does not support will throw an SQLException.

In the case of methods that return a ResultSet object, either a ResultSet object (which may be empty) is returned or an SQLException is thrown.

Starting with HSQLDB 1.7.2, the metadata table (a.k.a system table) production implementation provided in the default build filters metadata based on each SQL session user's access rights which in turn lifts the pre-HSQLDB 1.7.2 restriction that only users with the DBA role ('admin' users in older HSQLDB parlance) could expect trouble-free access to all metadata.

Also starting with HSQLDB 1.7.2, the metadata table production implementation classes are loaded dynamically, using a precedence policy to find and load the richest producer available at runtime. In the event that no better alternative is found, the default minimal (completely restricted) provider is selected. Under this scheme, it is possible for third party packagers to create custom distributions targeted at supporting full (design-time), custom-written (proprietary / micro environment), minimal (production-time) or completely-restricted (space-constrained | device embedded | real-time | hostile environment) metadata table production scenarios. To learn more about this option, interested parties can review the documentation and source code for the org.hsqldb.dbinfo.DatabaseInformation class.

Please also note that in addition to the metadata tables produced to directly support this class, starting with HSQLDB 1.7.2, the default build provides many additional tables covering all or most HSQLDB features, such as descriptions of the triggers and aliases defined in the database.
* For instance, in the default build, a fairly comprehensive description of
  * each INFORMATION_SCHEMA table and each INFORMATION_SCHEMA table
  * column is included in the REMARKS column of the [@link #getTables(
    * java.lang.String, java.lang.String, java.lang.String, java.lang.String[])
  * getTables(...)) and [@link #getColumns(java.lang.String, java.lang.String, java.lang.String,
    * java.lang.String, java.lang.String) getColumns(...)] results, which derive
  * from INFORMATION_SCHEMA.SYSTEM_TABLES and INFORMATION_SCHEMA.SYSTEM_COLUMNS,
  * respectively.<p>
  * Since HSQLDB 2.0 the INFORMATION_SCHEMA views have been vastly expanded
  * in compliance with the SQL:2011 Standard and report the properties of all
  * database objects.<p>
  * <h4>Schema Metadata</h4>
  * The SQL SCHEMA concept became fully supported in the HSQLDB 1.8.x series and
  * this fact is reflected in the all subsequent versions of this class.<p>
  * <h4>Catalog Metadata</h4>
  * Starting with HSQLDB 2.0, SQL standards compliance up to SQL:2008 and beyond
  * is a major theme which is reflected in the provision of the majority of the
  * standard-defined full-name INFORMATION_SCHEMA views. <p>
  * However, just as CATALOG semantics and handling are still considered to be
  * implementation defined by the most recent SQL standard (SQL:2008), so is the
  * HSQLDB CATALOG concept still in the process of being defined and refined in
  * HSQLDB 2.x. and beyond.<p>
  * Previous to HSQLDB 2.x, there were, at various points in time, experimental
  * features provided to turn on pseudo catalog (and before that, pseudo-schema)
  * reporting in the system tables, using the database properties
  * 'hsqldb.catalogs' and 'hsqldb.schemas', respectively.<p>
  * However, once the engine fully supported the SQL SCHEMA concept, the
  * experimental 'hsqldb.schemas' * database property was retired. <p>
  * Similarly, starting with HSQLDB 2.x, the 'hsqldb.catalogs' database property
  * has been retired and replaced with the convention that, from the perspective
  * of SQL identification, an HSQLDB JDBC URL connects to a single HSQLDB
  * database instance which consists of a single, default CATALOG
  * named PUBLIC in which each SCHEMA instance of the database resides. The name of
  * this catalog can be changed with the ALTER CATALOG &lt;name&gt; RENAME TO statement.
  * As of version 2.1.0, HSQLDB supports qualification by the containing CATALOG of
  * database objects at the syntactic level, but does not yet support operations
  * such as opening, manipulating or querying against multiple database
  * catalogs within a single session, not even in a one-at-a-time fashion.
* <h4>Index Metadata</h4>
* It must still be noted that as of the most recent release, HSQLDB continues
* to ignore the <code>approximate</code> argument of '{@link #getIndexInfo
* getIndexInfo()} as no data is returned for CARDINALITY and PAGES columns.
* 
* <h4>Notes for developers extending metadata table production</h4>
* Note that in the absence of an ORDER BY clause, queries against the metadata
* tables that directly support this class are expected to return rows in JDBC
* contract order. The reason for this is that results typically come
* back much faster when no &quot;ORDER BY&quot; clause is used. <p>
* As such, when adding, extending or replacing a JDBC database metadata table
* production routine, developers need to be aware of this fact and either add the
* contract &quot;ORDER BY&quot; clause to the driving SQL or, when possible,
* preferably maintain rows in the contract order by correctly coding the
* primary index definition in the table producer class.
* *
* <hr>
* (fredt@users)<br>
* (campbell-burnet@users)
* </div>
* <!-- end release-specific documentation -->
* @author Campbell Burnet (campbell-burnet@users dot sourceforge.net)
* @author Fred Toussi (fredt@users dot sourceforge.net)
* @version 2.5.0
* @since HSQLDB 1.9.0
* @see org.hsqldb.dbinfo.DatabaseInformation
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1012932394_1588629987.18/0/hsqldb-2.5.0-sources.jar/org/hsqldb/jdbc/JDBCDatabaseMetaData.java

1.57 keyutils 1.5.8 3.el7

1.57.1 Available under license:
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1.62 x-sync 0.0.0-20201020160332-67f06af15bc9

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1.64 jackson-databind 2.6.3

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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1.67 dogpile-cache 1.1.4

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jar/org/springframework/expression/spel/standard/SpelExpression.java
* /opt/ws_local/PERMITS_SQL/1068412622_1594398889.89/0/spring-expression-5-2-5-release-sources-1-
jar/org/springframework/expression/spel/support/ReflectivePropertyAccessor.java

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```
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```

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1.72 esapi 2.0.1
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1.73 asm-analysis 7.1
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* /opt/cola/permits/1135892660_1613626660.05/0/asm-analysis-7-1-sources-2-
  jar/org/objectweb/asm/tree/analysis/package.html

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/**
 * Constructs a new {@link SourceInterpreter} for the latest ASM API version. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the {@link #SourceInterpreter(int)}
 * version.
 */

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  * /opt/cola/permits/1135892660_1613626660.05/0/asm-analysis-7-1-sources-2-
    jar/org/objectweb/asm/tree/analysis/SourceValue.java
  * /opt/cola/permits/1135892660_1613626660.05/0/asm-analysis-7-1-sources-2-
    jar/org/objectweb/asm/tree/analysis/SmallSet.java
  * /opt/cola/permits/1135892660_1613626660.05/0/asm-analysis-7-1-sources-2-
    jar/org/objectweb/asm/tree/analysis/Subroutine.java
  * /opt/cola/permits/1135892660_1613626660.05/0/asm-analysis-7-1-sources-2-
    jar/org/objectweb/asm/tree/analysis/BasicValue.java
  * /opt/cola/permits/1135892660_1613626660.05/0/asm-analysis-7-1-sources-2-
    jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
  * /opt/cola/permits/1135892660_1613626660.05/0/asm-analysis-7-1-sources-2-
    jar/org/objectweb/asm/tree/analysis/Frame.java
  * /opt/cola/permits/1135892660_1613626660.05/0/asm-analysis-7-1-sources-2-
    jar/org/objectweb/asm/tree(204,896,126)
1.74 geronimo-json-1-0-spec 1.0-alpha-1

1.74.1 Available under license:

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Bundle-SymbolicName: io.netty.transport
Implementation-Version: 4.1.58.Final
Built-By: root
Bnd-LastModified: 1610534186807
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
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Import-Package: io.netty.buffer;version="[4.1,5)",io.netty.resolver;version="[4.1,5)",io.netty.util;version="[4.1,5)",io.netty.util.concurrent;version="[4.1,5)",io.netty.util.internal;version="[4.1,5)",io.netty.util.logging;version="[4.1,5)",sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional.org.eclipse.jetty.alpn;version="[1,2)";resolution:=optional
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* /opt/cola/permits/1150251486_1627682360.91/0/doxia-core-1-0-alpha-7-sources-1-jar/org/apache/maven/doxia/module/fml/FmlParser.java
* /opt/cola/permits/1150251486_1627682360.91/0/doxia-core-1-0-alpha-7-sources-1-jar/org/apache/maven/doxia/module/confluence/parser/list/BulletedListBlock.java
* /opt/cola/permits/1150251486_1627682360.91/0/doxia-core-1-0-alpha-7-sources-1-jar/org/apache/maven/doxia/module/apt/AptReaderSource.java
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/*
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 */

Found in path(s):

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Found in path(s):
* /opt/cola/permits/1150251486_1627682360.91/0/doxia-core-1-0-alpha-7-sources-1-jar/org/apache/maven/doxia/validation/AdvicedSink.java
* /opt/cola/permits/1150251486_1627682360.91/0/doxia-core-1-0-alpha-7-sources-1-jar/org/apache/maven/doxia/validation/advises/PrintAdvisor.java
* /opt/cola/permits/1150251486_1627682360.91/0/doxia-core-1-0-alpha-7-sources-1-jar/org/apache/maven/doxia/validation/advises/HangingElementAdvice.java
* /opt/cola/permits/1150251486_1627682360.91/0/doxia-core-1-0-alpha-7-sources-1-jar/org/apache/maven/doxia/validation/advises/AbstractSinkAdvice.java

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*/

Found in path(s):
* /opt/cola/permits/1150251486_1627682360.91/0/doxia-core-1-0-alpha-7-sources-1-jar/org/apache/maven/doxia/module/confluence/parser/list/TreeListBuilder.java
* /opt/cola/permits/1150251486_1627682360.91/0/doxia-core-1-0-alpha-7-sources-1-jar/org/apache/maven/doxia/module/confluence/parser/list/TreeComponent.java

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*/

Found in path(s):
* /opt/cola/permits/1150251486_1627682360.91/0/doxia-core-1.0-alpha-7-sources-1-
  jar/org/apache/maven/doxia/validation/advises/MethodBeforeAdvice.java

1.89 sqlite 3.32.3-1.el7_9.0atomix1

1.89.1 Available under license:

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/*
 ** CAPI3REF: Configuration Options
 ** KEYWORDS: {configuration option}
 **
 ** These constants are the available integer configuration options that
 ** can be passed as the first argument to the [sqlite3_config()] interface.
 **
 ** New configuration options may be added in future releases of SQLite.
 ** Existing configuration options might be discontinued. Applications
 ** should check the return code from [sqlite3_config()] to make sure that
 ** the call worked. The [sqlite3_config()] interface will return a
 ** non-zero [error code] if a discontinued or unsupported configuration option
 ** is invoked.
 **
 ** <dl>
 ** ![SQLITE_CONFIG_SINGLETHREAD]] <dt>SQLITE_CONFIG_SINGLETHREAD</dt>
 ** <dd>There are no arguments to this option. *This option sets the
 ** [threading mode] to Single-thread. In other words, it disables
 ** all mutexing and puts SQLite into a mode where it can only be used
 ** by a single thread. *If SQLite is compiled with
 ** the [SQLITE_THREADSAFE] [SQLITE_THREADSAFE=0] compile-time option then
 ** it is not possible to change the [threading mode] from its default
 ** value of Single-thread and so [sqlite3_config()] will return
 ** [SQLITE_ERROR] if called with the SQLITE_CONFIG_SINGLETHREAD
 ** configuration option.</dd>
 **
 ** ![SQLITE_CONFIG_MULTITHREAD]] <dt>SQLITE_CONFIG_MULTITHREAD</dt>
 ***/

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**<dd>**There are no arguments to this option. **This option sets the**
**[threading mode] to Multi-thread. In other words, it disables**
**mutexing on [database connection] and [prepared statement] objects.
**The application is responsible for serializing access to**
**[database connections] and [prepared statements]. But other mutexes**
**are enabled so that SQLite will be safe to use in a multi-threaded**
**environment as long as no two threads attempt to use the same**
**[database connection] at the same time. **If SQLite is compiled with**
**the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then**
**it is not possible to set the Multi-thread [threading mode] and**
**[sqlite3_config()] will return [SQLITE_ERROR] if called with the**
**SQLITE_CONFIG_MULTITHREAD configuration option.</dd>

**<dd>**There are no arguments to this option. **This option sets the**
**[threading mode] to Serialized. In other words, this option enables**
**all mutexes including the recursive**
**mutexes on [database connection] and [prepared statement] objects.
**In this mode (which is the default when SQLite is compiled with**
**[SQLITE_THREADSAFE=1]) the SQLite library will itself serialize access**
**to [database connections] and [prepared statements] so that the**
**application is free to use the same [database connection] or the**
**same [prepared statement] in different threads at the same time.
**If SQLite is compiled with**
**the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then**
**it is not possible to set the Serialized [threading mode] and**
**[sqlite3_config()] will return [SQLITE_ERROR] if called with the**
**SQLITE_CONFIG_SERIALIZED configuration option.</dd>

**<dt>SQLITE_CONFIG_MALLOC</dt>
**<dd> ^(The SQLITE_CONFIG_MALLOC option takes a single argument which is
**a pointer to an instance of the [sqlite3_mem_methods] structure.
**The argument specifies**
**alternative low-level memory allocation routines to be used in place of**
**the memory allocation routines built into SQLite.)^ ^SQLite makes**
**its own private copy of the content of the [sqlite3_mem_methods] structure
**before the [sqlite3_config()] call returns.</dd>

**<dt>SQLITE_CONFIG_GETMALLOC</dt>
**<dd> ^(The SQLITE_CONFIG_GETMALLOC option takes a single argument which
**is a pointer to an instance of the [sqlite3_mem_methods] structure.
**The [sqlite3_mem_methods]
**structure is filled with the currently defined memory allocation routines.)^ 
**This option can be used to overload the default memory allocation**
**routines with a wrapper that simulations memory allocation failure or**
**tracks memory usage, for example. </dd>

**<dt>SQLITE_CONFIG_SMALL_MALLOC</dt>
**<dd>^The SQLITE_CONFIG_SMALL_MALLOC option takes single argument of type int, interpreted as a boolean, which if true provides a hint to SQLite that it should avoid large memory allocations if possible.**
**SQLite will run faster if it is free to make large memory allocations, but some application might prefer to run slower in exchange for guarantees about memory fragmentation that are possible if large allocations are avoided. This hint is normally off.**
**</dd>

**[[SQLITE_CONFIG_MEMSTATUS]] <dt>SQLITE_CONFIG_MEMSTATUS</dt>
**<dd>^The SQLITE_CONFIG_MEMSTATUS option takes single argument of type int, interpreted as a boolean, which enables or disables the collection of memory allocation statistics. ^(When memory allocation statistics are disabled, the following SQLite interfaces become non-operational: <ul>
  <li> [sqlite3_hard_heap_limit64()]
  <li> [sqlite3_memory_used()]
  <li> [sqlite3_memory_highwater()]
  <li> [sqlite3_soft_heap_limit64()]
  <li> [sqlite3_status64()]
</ul>)^ Memory allocation statistics are enabled by default unless SQLite is compiled with [SQLITE_DEFAULT_MEMSTATUS]=0 in which case memory allocation statistics are disabled by default.**
**</dd>

**[[SQLITE_CONFIG_SCRATCH]] <dt>SQLITE_CONFIG_SCRATCH</dt>
**<dd> The SQLITE_CONFIG_SCRATCH option is no longer used.**
**</dd>

**[[SQLITE_CONFIG_PAGECACHE]] <dt>SQLITE_CONFIG_PAGECACHE</dt>
**<dd>^The SQLITE_CONFIG_PAGECACHE option specifies a memory pool that SQLite can use for the database page cache with the default page cache implementation.**
**This configuration option is a no-op if an application-defined page cache implementation is loaded using the [SQLITE_CONFIG_PCACHE2]. ^There are three arguments to SQLITE_CONFIG_PAGECACHE: A pointer to 8-byte aligned memory (pMem), the size of each page cache line (sz), and the number of cache lines (N).**
**The sz argument should be the size of the largest database page (a power of two between 512 and 65536) plus some extra bytes for each page header. ^The number of extra bytes needed by the page header can be determined using [SQLITE_CONFIG_PCACHE_HDRSZ]. ^It is harmless, apart from the wasted memory, for the sz parameter to be larger than necessary. The pMem argument must be either a NULL pointer or a pointer to an 8-byte aligned block of memory of at least sz*N bytes, otherwise subsequent behavior is undefined.
When pMem is not NULL, SQLite will strive to use the memory provided to satisfy page cache needs, falling back to [sqlite3_malloc()] if a page cache line is larger than sz bytes or if all of the pMem buffer is exhausted.

If pMem is NULL and N is non-zero, then each database connection does an initial bulk allocation for page cache memory from [sqlite3_malloc()] sufficient for N cache lines if N is positive or of -1024*N bytes if N is negative. If additional page cache memory is needed beyond what is provided by the initial allocation, then SQLite goes to [sqlite3_malloc()] separately for each additional cache line.

The SQLITE_CONFIG_HEAP option specifies a static memory buffer that SQLite will use for all of its dynamic memory allocation needs beyond those provided for by [SQLITE_CONFIG_PAGECACHE]. The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns [SQLITE_ERROR] if invoked otherwise.

There are three arguments to SQLITE_CONFIG_HEAP:
- An 8-byte aligned pointer to the memory,
- the number of bytes in the memory buffer, and the minimum allocation size.
- If the first pointer (the memory pointer) is NULL, then SQLite reverts to using its default memory allocator (the system malloc() implementation), undoing any prior invocation of [SQLITE_CONFIG_MALLOC]. If the memory pointer is not NULL then the alternative memory allocator is engaged to handle all of SQLite's memory allocation needs.
- The first pointer (the memory pointer) must be aligned to an 8-byte boundary or subsequent behavior of SQLite will be undefined.
- The minimum allocation size is capped at 2**12. Reasonable values for the minimum allocation size are 2**5 through 2**8.

The SQLITE_CONFIG_MUTEX option takes a single argument which is a pointer to an instance of the [sqlite3_mutex_methods] structure. The argument specifies alternative low-level mutex routines to be used in place the mutex routines built into SQLite. SQLite makes a copy of the content of the [sqlite3_mutex_methods] structure before the call to [sqlite3_config()]. If SQLite is compiled with [SQLITE_THREADSAFE] [SQLITE_THREADSAFE=0] compile-time option then the entire mutexing subsystem is omitted from the build and hence calls to [sqlite3_config()] with the SQLITE_CONFIG_MUTEX configuration option will return [SQLITE_ERROR].

The SQLITE_CONFIG_GETMUTEX option takes a single argument which is a pointer to an instance of the [sqlite3_mutex_methods] structure. The
** structure is filled with the currently defined mutex routines.)
** This option can be used to overload the default mutex allocation
** routines with a wrapper used to track mutex usage for performance
** profiling or testing, for example. *If SQLite is compiled with
** the [SQLITE_THR SafE] [_SQLITE_THREADSAF E=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config( )] with the SQLITE_CONFIG_GETMUTEX configuration option will
** return [SQLITE_ERROR].</dd>
**
** [[SQLITE_CONFIG_LOOKASIDE]] <dt>SQLITE_CONFIG_LOOKASIDE</dt>
** <dd> *(The SQLITE_CONFIG_LOOKASIDE option takes two arguments that determine
** the default size of lookaside memory on each [database connection].
** The first argument is the
** size of each lookaside buffer slot and the second is the number of
** slots allocated to each database connection.)*(SQLITE_CONFIG_LOOKASIDE
** sets the <i>default</i> lookaside size. The [SQLITE_DBCONFIG_LOOKASIDE]
** option to [sqlite3_db_config( )] can be used to change the lookaside
** configuration on individual connections.)*</dd>
**
** [[SQLITE_CONFIG_P CACHE2]] <dt>SQLITE_CONFIG_P CACHE2</dt>
** <dd> *(The SQLITE_CONFIG_P CACHE2 option takes a single argument which is
** a pointer to an [sqlite3_pcache_methods2] object. This object specifies
** the interface to a custom page cache implementation.)*
** *(SQLite makes a copy of the [sqlite3_pcache_methods2] object.)*</dd>
**
** [[SQLITE_CONFIG_GETP CACHE2]] <dt>SQLITE_CONFIG_GETP CACHE2</dt>
** <dd> *(The SQLITE_CONFIG_GETPCACHE2 option takes a single argument which
** is a pointer to an [sqlite3_pcache_methods2] object. SQLite copies of
** the current page cache implementation into that object.)*</dd>
**
** [[SQLITE_CONFIG_LOG]] <dt>SQLITE_CONFIG_LOG</dt>
** <dd> The SQLITE_CONFIG_LOG option is used to configure the SQLite
** global [error log].
** *(The SQLITE_CONFIG_LOG option takes two arguments: a pointer to a
** function with a call signature of void(*)(void*,int,const char*),
** and a pointer to void. *If the function pointer is not NULL, it is
** invoked by [sqlite3_log( )] to process each logging event. *If the
** function pointer is NULL, the [sqlite3_log( )] interface becomes a no-op.
** *(The void pointer that is the second argument to SQLITE_CONFIG_LOG is
** passed through as the first parameter to the application-defined logger
** function whenever that function is invoked. *The second parameter to
** the logger function is a copy of the first parameter to the corresponding
** [sqlite3_log( )] call and is intended to be a [result code] or an
** [extended result code]. *The third parameter passed to the logger is
** log message after formatting via [sqlite3_snprintf( )].
** The SQLite logging interface is not reentrant; the logger function
** supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger
**[SQLITE_CONFIG_URI]** <dt>SILTE_CONFIG_URI
** <dd>*(The SQLITE_CONFIG_URI option takes a single argument of type int. ** If non-zero, then URI handling is globally enabled. If the parameter is zero, ** then URI handling is globally disabled.)* ^If URI handling is globally ** enabled, all filenames passed to [sqlite3_open()], [sqlite3_open_v2()], ** [sqlite3_open16()] or ** specified as part of [ATTACH] commands are interpreted as URIs, regardless ** of whether or not the [SQLITE_OPEN_URI] flag is set when the database ** connection is opened. ^If it is globally disabled, filenames are ** only interpreted as URIs if the SQLITE_OPEN_URI flag is set when the ** database connection is opened. ^By default, URI handling is globally ** disabled. The default value may be changed by compiling with the ** [SQLITE_USE_URI] symbol defined.)*

**[[SQLITE_CONFIG_COVERING_INDEX_SCAN]]** <dt>SILTE_CONFIG_COVERING_INDEX_SCAN
** <dd>*The SQLITE_CONFIG_COVERING_INDEX_SCAN option takes a single integer ** argument which is interpreted as a boolean in order to enable or disable ** the use of covering indices for full table scans in the query optimizer. ** The default setting is determined ** by the [SQLITE_ALLOW_COVERING_INDEX_SCAN] compile-time option, or is "on" ** if that compile-time option is omitted. The ability to disable the use of covering indices for full table scans ** is because some incorrectly coded legacy applications might malfunction ** when the optimization is enabled. Providing the ability to ** disable the optimization allows the older, buggy application code to work ** without change even with newer versions of SQLite.

**[[SQLITE_CONFIG_PCACHE]] [[SQLITE_CONFIG_GETPCACHE]]
** <dt>SILTE_CONFIG_PCACHE and SQLITE_CONFIG_GETPCACHE
** <dd>These options are obsolete and should not be used by new code. ** They are retained for backwards compatibility but are now no-ops. **</dd>

**[[SQLITE_CONFIG_SQLLOG]]
** <dt>SILTE_CONFIG_SQLLOG
** <dd>This option is only available if sqlite is compiled with the ** [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should ** be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int). ** The second should be of type (void*). The callback is invoked by the library ** in three separate circumstances, identified by the value passed as the ** fourth parameter. If the fourth parameter is 0, then the database connection ** passed as the second argument has just been opened. The third argument ** points to a buffer containing the name of the main database file. If the ** fourth parameter is 1, then the SQL statement that the third parameter ** points to has just been executed. Or, if the fourth parameter is 2, then ** the connection being passed as the second parameter is being closed. The
third parameter is passed NULL In this case. An example of using this configuration option can be seen in the "test_sqllog.c" source file in the canonical SQLite source tree.</dd>

**

** [[SQLITE_CONFIG_MMAP_SIZE]]

** <dt>SQLITE_CONFIG_MMAP_SIZE

** <dd>^SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values that are the default mmap size limit (the default setting for [PRAGMA mmap_size]) and the maximum allowed mmap size limit.

** ^The default setting can be overridden by each database connection using either the [PRAGMA mmap_size] command, or by using the [SQLITE_FCNTL_MMAP_SIZE] file control. ^The maximum allowed mmap size will be silently truncated if necessary so that it does not exceed the compile-time maximum mmap size set by the [SQLITE_MAX_MMAP_SIZE] compile-time option.)^

** ^If either argument to this option is negative, then that argument is changed to its compile-time default.

**

** [[SQLITE_CONFIG_WIN32_HEAPSIZE]]

** <dt>SQLITE_CONFIG_WIN32_HEAPSIZE

** <dd>^The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is compiled for Windows with the [SQLITE_WIN32_MALLOC] pre-processor macro defined. ^SQLITE_CONFIG_WIN32_HEAPSIZE takes a 32-bit unsigned integer value that specifies the maximum size of the created heap.

**

** [[SQLITE_CONFIG_PCACHE_HDRSZ]]

** <dt>SQLITE_CONFIG_PCACHE_HDRSZ

** <dd>^The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which is a pointer to an integer and writes into that integer the number of extra bytes per page required for each page in [SQLITE_CONFIG_PAGECACHE]. The amount of extra space required can change depending on the compiler, target platform, and SQLite version.

**

** [[SQLITE_CONFIG_PMASZ]]

** <dt>SQLITE_CONFIG_PMASZ

** <dd>^The SQLITE_CONFIG_PMASZ option takes a single parameter which is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded sorter to that integer. The default minimum PMA Size is set by the [SQLITE_SORTER_PMASZ] compile-time option. New threads are launched to help with sort operations when multithreaded sorting is enabled (using the [PRAGMA threads] command) and the amount of content to be sorted exceeds the page size times the minimum of the [PRAGMA cache_size] setting and this value.

**

** [[SQLITE_CONFIG_STMTJRNL_SPILL]]

** <dt>SQLITE_CONFIG_STMTJRNL_SPILL

** <dd>^The SQLITE_CONFIG_STMTJRNL_SPILL option takes a single parameter which becomes the [statement journal] spill-to-disk threshold.
**[Statement journals] are held in memory until their size (in bytes) exceeds this threshold, at which point they are written to disk. Or if the threshold is -1, statement journals are always held exclusively in memory. Since many statement journals never become large, setting the spill threshold to a value such as 64KiB can greatly reduce the amount of I/O required to support statement rollback. The default value for this setting is controlled by the [SQLITE_STMTJRNLSPILL] compile-time option.**

** [[SQLITE_CONFIG_SORTERREF_SIZE]]**

** <dt>SQLITE_CONFIG_SORTERREF_SIZE**

** of type (int) - the new value of the sorter-reference size threshold. Usually, when SQLite uses an external sort to order records according to an ORDER BY clause, all fields required by the caller are present in the sorted records. However, if SQLite determines based on the declared type of a table column that its values are likely to be very large - larger than the configured sorter-reference size threshold - then a reference is stored in each sorted record and the required column values loaded from the database as records are returned in sorted order. The default value for this option is to never use this optimization. Specifying a negative value for this option restores the default behaviour. This option is only available if SQLite is compiled with the [SQLITE_ENABLE_SORTER_REFERENCES] compile-time option.**

** [[SQLITE_CONFIG_MEMDB_MAXSIZE]]**

** <dt>SQLITE_CONFIG_MEMDB_MAXSIZE**

** [sqlite3_int64] parameter which is the default maximum size for an in-memory database created using [sqlite3_deserialize()][]. This default maximum size can be adjusted up or down for individual databases using the [SQLITE_FCNTL_SIZE_LIMIT][sqlite3_file_control][file-control]. If this configuration setting is never used, then the default maximum is determined by the [SQLITE_MEMDB_DEFAULT_MAXSIZE] compile-time option. If that compile-time option is not set, then the default maximum is 1073741824.**

*/
/* The "printf" code that follows dates from the 1980's. It is in the public domain.

**************************************************************************

** This file contains code for a set of "printf"-like routines. These routines format strings much like the printf() from the standard C library, though the implementation here has enhancements to support SQLite.**
/*
/*
** 2004 May 22
**
** The author disclaims copyright to this source code. In place of
** a legal notice, here is a blessing:
**
** May you do good and not evil.
** May you find forgiveness for yourself and forgive others.
** May you share freely, never taking more than you give.
**
**************************************************************************
**
** This file contains the VFS implementation for unix-like operating systems
** include Linux, MacOSX, *BSD, QNX, VxWorks, AIX, HPUX, and others.
**
** There are actually several different VFS implementations in this file.
** The differences are in the way that file locking is done. The default
** implementation uses Posix Advisory Locks. Alternative implementations
** use flock(), dot-files, various proprietary locking schemas, or simply
** skip locking all together.
**
** This source file is organized into divisions where the logic for various
** subfunctions is contained within the appropriate division. PLEASE
** KEEP THE STRUCTURE OF THIS FILE INTACT. New code should be placed
** in the correct division and should be clearly labeled.
**
** The layout of divisions is as follows:
**
** * General-purpose declarations and utility functions.
** * Unique file ID logic used by VxWorks.
** * Various locking primitive implementations (all except proxy locking):
**   + for Posix Advisory Locks
**   + for no-op locks
**   + for dot-file locks
**   + for flock() locking
**   + for named semaphore locks (VxWorks only)
**   + for AFP filesystem locks (MacOSX only)
** * sqlite3_file methods not associated with locking.
** * Definitions of sqlite3_io_methods objects for all locking
**   methods plus "finder" functions for each locking method.
** * sqlite3_vfs method implementations.
** * Locking primitives for the proxy uber-locking-method. (MacOSX only)
** * Definitions of sqlite3_vfs objects for all locking methods
**   plus implementations of sqlite3_os_init() and sqlite3_os_end().
/*
/*
** Return a pointer to the "temporary page" buffer held internally
** by the pager. This is a buffer that is big enough to hold the
** entire content of a database page. This buffer is used internally
** during rollback and will be overwritten whenever a rollback
** occurs. But other modules are free to use it too, as long as
** no rollbacks are happening.
*/

Found in path(s):
/ /opt/cola/permits/1154067795_1625594828.48/0/sqlite-amalgamation-3320300-zip/sqlite-amalgamation-3320300/sqlite3.c

No license file was found, but licenses were detected in source scan.

/*
** CAPI3REF: Configuration Options
** KEYWORDS: [configuration option]
**
** These constants are the available integer configuration options that
** can be passed as the first argument to the [sqlite3_config()] interface.
**
** New configuration options may be added in future releases of SQLite.
** Existing configuration options might be discontinued. Applications
** should check the return code from [sqlite3_config()] to make sure that
** the call worked. The [sqlite3_config()] interface will return a
** non-zero [error code] if a discontinued or unsupported configuration option
** is invoked.
**
** <dl>
** [SQLITE_CONFIG_SINGLETHREAD] <dt>SQLITE_CONFIG_SINGLETHREAD</dt>
** <dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Single-thread. In other words, it disables
** all mutexting and puts SQLite into a mode where it can only be used
** by a single thread. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to change the [threading mode] from its default
** value of Single-thread and so [sqlite3_config()] will return
** [SQLITE_ERROR] if called with the SQLITE_CONFIG_SINGLETHREAD
** configuration option. </dd>
**
** [SQLITE_CONFIG_MULTITHREAD] <dt>SQLITE_CONFIG_MULTITHREAD</dt>
** <dd>There are no arguments to this option. ^This option sets the
** [threading mode] to Multi-thread. In other words, it disables
** mutexting on [database connection] and [prepared statement] objects.
** The application is responsible for serializing access to
** [database connections] and [prepared statements]. But other mutexe
** are enabled so that SQLite will be safe to use in a multi-threaded
** environment as long as no two threads attempt to use the same
** [database connection] at the same time. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE | SQLITE_THREADSAFE=0] compile-time option then
** it is not possible to set the Multi-thread [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_MULTITHREAD configuration option.</dd>
**
** [[SQLITE_CONFIG_SERIALIZE]] <dt>SQLITE_CONFIG_SERIALIZE</dt>
** <dd>There are no arguments to this option.  ^This option sets the
** [threading mode] to Serialized. In other words, this option enables
** all mutexes including the recursive
** mutexes on [database connection] and [prepared statement] objects.
** In this mode (which is the default when SQLite is compiled with
** SQLITE_THREADS=1) the SQLite library will itself serialize access
** to [database connections] and [prepared statements] so that the
** application is free to use the same [database connection] or the
** same [prepared statement] in different threads at the same time.
** ^If SQLite is compiled with
** the [SQLITE_THREADS=0] compile-time option then
** it is not possible to set the Serialized [threading mode] and
** [sqlite3_config()] will return [SQLITE_ERROR] if called with the
** SQLITE_CONFIG_SERIALIZE configuration option.</dd>
**
** [[SQLITE_CONFIG_MALLOC]] <dt>SQLITE_CONFIG_MALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_MALLOC option takes a single argument which is
** a pointer to an instance of the [sqlite3_mem_methods] structure.
** The argument specifies
** alternative low-level memory allocation routines to be used in place of
** the memory allocation routines built into SQLite.)^ ^SQLite makes
** its own private copy of the content of the [sqlite3_mem_methods] structure
** before the [sqlite3_config()] call returns.</dd>
**
** [[SQLITE_CONFIG_GET_MALLOC]] <dt>SQLITE_CONFIG_GET_MALLOC</dt>
** <dd> ^(The SQLITE_CONFIG_GET_MALLOC option takes a single argument which
** is a pointer to an instance of the [sqlite3_mem_methods] structure.
** The [sqlite3_mem_methods]
** structure is filled with the currently defined memory allocation routines.)^ 
** This option can be used to overload the default memory allocation
** routines with a wrapper that simulates memory allocation failure or
** tracks memory usage, for example.  </dd>
**
** [[SQLITE_CONFIG_SMALL_MALLOC]] <dt>SQLITE_CONFIG_SMALL_MALLOC</dt>
** <dd> ^The SQLITE_CONFIG_SMALL_MALLOC option takes single argument of
** type int, interpreted as a boolean, which if true provides a hint to
** SQLite that it should avoid large memory allocations if possible.
** SQLite will run faster if it is free to make large memory allocations,
** but some application might prefer to run slower in exchange for
** guarantees about memory fragmentation that are possible if large
** allocations are avoided.  This hint is normally off.
** </dd>
**
**[[SQLITE_CONFIG_MEMSTATUS]]<dt>**SQLITE_CONFIG_MEMSTATUS</dt><br/>**<dd>^The **SQLITE_CONFIG_MEMSTATUS** option takes single argument of type int, **interpreted as a boolean, which enables or disables the collection of **memory allocation statistics. *(When memory allocation statistics are **disabled, the following SQLite interfaces become non-operational: **<ul>**<li> [sqlite3_hard_heap_limit64()]
**<li> [sqlite3_memory_used()]
**<li> [sqlite3_memory_highwater()]
**<li> [sqlite3_soft_heap_limit64()]
**<li> [sqlite3_status64()]
**<ul>^Memory allocation statistics are enabled by default unless SQLite is **compiled with [SQLITE_DEFAULT_MEMSTATUS]=0 in which case memory **allocation statistics are disabled by default.
**</dd><br/>**
**[[SQLITE_CONFIG_SCRATCH]]<dt>**SQLITE_CONFIG_SCRATCH</dt><br/>**<dd> The **SQLITE_CONFIG_SCRATCH** option is no longer used.
**</dd><br/>**
**[[SQLITE_CONFIG_PAGECACHE]]<dt>**SQLITE_CONFIG_PAGECACHE</dt><br/>**<dd>^The **SQLITE_CONFIG_PAGECACHE** option specifies a memory pool **that SQLite can use for the database page cache with the default page **cache implementation. **This configuration option is a no-op if an application-defined page **cache implementation is loaded using the [SQLITE_CONFIG_PCACHE2]. **There are three arguments to **SQLITE_CONFIG_PAGECACHE**: A pointer to **8-byte aligned memory (pMem), the size of each page cache line (sz), **and the number of cache lines (N). **The sz argument should be the size of the largest database page **(a power of two between 512 and 65536) plus some extra bytes for each **page header. *(The number of extra bytes needed by the page header **can be determined using [SQLITE_CONFIG_PCACHE_HDRSZ]. **It is harmless, apart from the wasted memory, **for the sz parameter to be larger than necessary. The pMem **argument must be either a NULL pointer or a pointer to an 8-byte **aligned block of memory of at least sz*N bytes, otherwise **subsequent behavior is undefined. **When pMem is not NULL, SQLite will strive to use the memory provided **to satisfy page cache needs, falling back to [sqlite3_malloc()] if **a page cache line is larger than sz bytes or if all of the pMem buffer **is exhausted. **If pMem is NULL and N is non-zero, then each database connection **does an initial bulk allocation for page cache memory **from [sqlite3_malloc()] sufficient for N cache lines if N is positive or **of -1024*N bytes if N is negative, *(If additional **page cache memory is needed beyond what is provided by the initial
 allocation, then SQLite goes to [sqlite3_malloc()] separately for each
additional cache line. </dd>
**
** [[SQLITE_CONFIG_HEAP]] <dt>SQLITE_CONFIG_HEAP</dt>
** <dd> ^The SQLITE_CONFIG_HEAP option specifies a static memory buffer
** that SQLite will use for all of its dynamic memory allocation needs
** beyond those provided for by [SQLITE_CONFIG_PAGECACHE].
** ^The SQLITE_CONFIG_HEAP option is only available if SQLite is compiled
** with either [SQLITE_ENABLE_MEMSYS3] or [SQLITE_ENABLE_MEMSYS5] and returns
** [SQLITE_ERROR] if invoked otherwise.
** ^There are three arguments to SQLITE_CONFIG_HEAP:
** An 8-byte aligned pointer to the memory,
** the number of bytes in the memory buffer, and the minimum allocation size.
** ^If the first pointer (the memory pointer) is NULL, then SQLite reverts
** to using its default memory allocator (the system malloc() implementation),
** undoing any prior invocation of [SQLITE_CONFIG_MALLOC]. ^If the
** memory pointer is not NULL then the alternative memory
** allocator is engaged to handle all of SQLites memory allocation needs.
** The first pointer (the memory pointer) must be aligned to an 8-byte
** boundary or subsequent behavior of SQLite will be undefined.
** The minimum allocation size is capped at 2**12. Reasonable values
** for the minimum allocation size are 2**5 through 2**8. </dd>
**
** [[SQLITE_CONFIG_MUTEX]] <dt>SQLITE_CONFIG_MUTEX</dt>
** <dd> ^The SQLITE_CONFIG_MUTEX option takes a single argument which is a
** pointer to an instance of the [sqlite3_mutex_methods] structure.
** The argument specifies alternative low-level mutex routines to be used
** in place the mutex routines built into SQLite. ^SQLite makes a copy of
** the content of the [sqlite3_mutex_methods] structure before the call to
** [sqlite3_config()] returns. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE [SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_MUTEX configuration option will
** return [SQLITE_ERROR]. </dd>
**
** [[SQLITE_CONFIG_GETMUTEX]] <dt>SQLITE_CONFIG_GETMUTEX</dt>
** <dd> ^The SQLITE_CONFIG_GETMUTEX option takes a single argument which
** is a pointer to an instance of the [sqlite3_mutex_methods] structure. The
** [sqlite3_mutex_methods] structure is filled with the currently defined mutex routines. ^
** This option can be used to overload the default mutex allocation
** routines with a wrapper used to track mutex usage for performance
** profiling or testing, for example. ^If SQLite is compiled with
** the [SQLITE_THREADSAFE [SQLITE_THREADSAFE=0] compile-time option then
** the entire mutexing subsystem is omitted from the build and hence calls to
** [sqlite3_config()] with the SQLITE_CONFIG_GETMUTEX configuration option will
** return [SQLITE_ERROR]. </dd>
** [SQLITE_CONFIG_LOOKASIDE] <dt>SQLITE_CONFIG_LOOKASIDE</dt>  
** <dd> The SQLITE_CONFIG_LOOKASIDE option takes two arguments that determine the default size of lookaside memory on each database connection.
** The first argument is the size of each lookaside buffer slot and the second is the number of slots allocated to each database connection.)
** sets the <i>default</i> lookaside size. The SQLITE_DBCONFIG_LOOKASIDE option to [sqlite3_db_config()] can be used to change the lookaside configuration on individual connections.)

** [SQLITE_CONFIG_PCACHE2] <dt>SQLITE_CONFIG_PCACHE2</dt>  
** <dd> The SQLITE_CONFIG_PCACHE2 option takes a single argument which is a pointer to an [sqlite3_pcache_methods2] object. This object specifies the interface to a custom page cache implementation.)
** SQLite makes a copy of the [sqlite3_pcache_methods2] object.

** [SQLITE_CONFIG_GETPCACHE2] <dt>SQLITE_CONFIG_GETPCACHE2</dt>  
** <dd> The SQLITE_CONFIG_GETPCACHE2 option takes a single argument which is a pointer to an [sqlite3_pcache_methods2] object. SQLite copies of the current page cache implementation into that object.

** [SQLITE_CONFIG_LOG] <dt>SQLITE_CONFIG_LOG</dt>  
** <dd> The SQLITE_CONFIG_LOG option is used to configure the SQLite global [error log].
** The SQLITE_CONFIG_LOG option takes two arguments: a pointer to a function with a call signature of void(*)(void*,int,const char*), and a pointer to void. If the function pointer is not NULL, it is invoked by [sqlite3_log()] to process each logging event. If the function pointer is NULL, the [sqlite3_log()] interface becomes a no-op.
** The void pointer that is the second argument to SQLITE_CONFIG_LOG is passed through as the first parameter to the application-defined logger function whenever that function is invoked. The second parameter to the logger function is a copy of the first parameter to the corresponding [sqlite3_log()] call and is intended to be a [result code] or an [extended result code]. The third parameter passed to the logger is [log message] after formatting via [sqlite3_snprintf()].
** The SQLite logging interface is not reentrant; the logger function supplied by the application must not invoke any SQLite interface.
** In a multi-threaded application, the application-defined logger function must be threadsafe.

** [SQLITE_CONFIG_URI] <dt>SQLITE_CONFIG_URI</dt>  
** <dd> The SQLITE_CONFIG_URI option takes a single argument of type int.
** If non-zero, then URI handling is globally enabled. If the parameter is zero, then URI handling is globally disabled.) If URI handling is globally enabled, all filenames passed to [sqlite3_open()], [sqlite3_open_v2()], [sqlite3_open16()] or specified as part of [ATTACH] commands are interpreted as URIs, regardless of whether they contain Scheme names. 

** [SQLITE_CONFIG_LWPICT] <dt>SQLITE_CONFIG_LWPICT</dt>  
** <dd> The SQLITE_CONFIG_LWPICT option takes a single argument of type int.
** If non-zero, then LWPICT handling is globally enabled. If the parameter is zero, then LWPICT handling is globally disabled.) If LWPICT handling is globally enabled, all filenames passed to [sqlite3_open()], [sqlite3_open_v2()], [sqlite3_open16()] or specified as part of [ATTACH] commands are interpreted as LWPICTs, regardless of whether they contain Scheme names.

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of whether or not the [SQLITE_OPEN_URI] flag is set when the database connection is opened. If it is globally disabled, filenames are only interpreted as URIs if the SQLITE_OPEN_URI flag is set when the database connection is opened. (By default, URI handling is globally disabled. The default value may be changed by compiling with the [SQLITE_USE_URI] symbol defined.)

** [[SQLITE_CONFIG_COVERING_INDEX_SCAN]] [SQLITE_CONFIG_COVERING_INDEX_SCAN] <dt>SQLITE_CONFIG_COVERING_INDEX_SCAN ** <dd>The SQLITE_CONFIG_COVERING_INDEX_SCAN option takes a single integer argument which is interpreted as a boolean in order to enable or disable the use of covering indices for full table scans in the query optimizer. ** ^The default setting is determined by the [SQLITE_ALLOW_COVERING_INDEX_SCAN] compile-time option, or is "on" if that compile-time option is omitted. ** The ability to disable the use of covering indices for full table scans is because some incorrectly coded legacy applications might malfunction when the optimization is enabled. Providing the ability to disable the optimization allows the older, buggy application code to work without change even with newer versions of SQLite.

** [[SQLITE_CONFIG_PCACHE]] [SQLITE_CONFIG_GETPCACHE]] [SQLITE_CONFIG_PCACHE] and SQLITE_CONFIG_GETPCACHE ** <dt>These options are obsolete and should not be used by new code. ** They are retained for backwards compatibility but are now no-ops. **

** [[SQLITE_CONFIG_SQLLOG]] [SQLITE_CONFIG_SQLLOG] ** <dt>This option is only available if sqlite is compiled with the [SQLITE_ENABLE_SQLLOG] pre-processor macro defined. The first argument should be a pointer to a function of type void(*)(void*,sqlite3*,const char*, int). ** The second should be of type (void*). The callback is invoked by the library in three separate circumstances, identified by the value passed as the fourth parameter. If the fourth parameter is 0, then the database connection passed as the second argument has just been opened. The third argument points to a buffer containing the name of the main database file. If the fourth parameter is 1, then the SQL statement that the third parameter points to has just been executed. Or, if the fourth parameter is 2, then the connection being passed as the second parameter is being closed. The third parameter is passed NULL In this case. An example of using this configuration option can be seen in the "test_sqllog.c" source file in the canonical SQLite source tree.</dt>**

** [[SQLITE_CONFIG_MMAP_SIZE]] [SQLITE_CONFIG_MMAP_SIZE] ** <dt>SQLITE_CONFIG_MMAP_SIZE takes two 64-bit integer (sqlite3_int64) values that are the default mmap size limit (the default setting for [PRAGMA mmap_size]) and the maximum allowed mmap size limit.
The default setting can be overridden by each database connection using either the \[PRAGMA mmap_size\] command, or by using the \[SQLITE_FCNTL_MMAP_SIZE\] file control. (The maximum allowed mmap size will be silently truncated if necessary so that it does not exceed the compile-time maximum mmap size set by the \[SQLITE_MAX_MMAP_SIZE\] compile-time option.)

If either argument to this option is negative, then that argument is changed to its compile-time default.

The SQLITE_CONFIG_WIN32_HEAPSIZE option is only available if SQLite is compiled for Windows with the \[SQLITE_WIN32_MALLOC\] pre-processor macro defined. SQLITE_CONFIG_WIN32_HEAPSIZE takes a 32-bit unsigned integer value that specifies the maximum size of the created heap.

The SQLITE_CONFIG_PCACHE_HDRSZ option takes a single parameter which is a pointer to an integer and writes into that integer the number of extra bytes per page required for each page in \[SQLITE_CONFIG_PAGECACHE\]. The amount of extra space required can change depending on the compiler, target platform, and SQLite version.

The SQLITE_CONFIG_PMASZ option takes a single parameter which is an unsigned integer and sets the "Minimum PMA Size" for the multithreaded sorter to that integer. The default minimum PMA Size is set by the \[SQLITE_SORTER_PMASZ\] compile-time option. New threads are launched to help with sort operations when multithreaded sorting is enabled (using the \[PRAGMA threads\] command) and the amount of content to be sorted exceeds the page size times the minimum of the \[PRAGMA cache_size\] setting and this value.

The SQLITE_CONFIG_STMTJRNL_SPILL option takes a single parameter which becomes the [statement journal] spill-to-disk threshold. [Statement journals] are held in memory until their size (in bytes) exceeds this threshold, at which point they are written to disk. Or if the threshold is -1, statement journals are always held exclusively in memory. Since many statement journals never become large, setting the spill threshold to a value such as 64KiB can greatly reduce the amount of I/O required to support statement rollback. The default value for this setting is controlled by the \[SQLITE_STMTJRNL_SPILL\] compile-time option.
** 
** [[SQLITE_CONFIG_SORTERREF_SIZE]]
** <dt>SQLITE_CONFIG_SORTERREF_SIZE
** <dd>The SQLITE_CONFIG_SORTERREF_SIZE option accepts a single parameter
** of type (int) - the new value of the sorter-reference size threshold.
** Usually, when SQLite uses an external sort to order records according
** to an ORDER BY clause, all fields required by the caller are present in the
** sorted records. However, if SQLite determines based on the declared type
** of a table column that its values are likely to be very large - larger
** than the configured sorter-reference size threshold - then a reference
** is stored in each sorted record and the required column values loaded
** from the database as records are returned in sorted order. The default
** value for this option is to never use this optimization. Specifying a
** negative value for this option restores the default behaviour.
** This option is only available if SQLite is compiled with the
** [[SQLITE_ENABLE_SORTER_REFERENCES]] compile-time option.
** 
** [[SQLITE_CONFIG_MEMDB_MAXSIZE]]
** <dt>SQLITE_CONFIG_MEMDB_MAXSIZE
** <dd>The SQLITE_CONFIG_MEMDB_MAXSIZE option accepts a single parameter
** [sqlite3_int64] parameter which is the default maximum size for an in-memory
** database created using [sqlite3_deserialize()]. This default maximum
** size can be adjusted up or down for individual databases using the
** [[SQLITE_FCNTL_SIZE_LIMIT]] [sqlite3_file_control|file-control]. If this
** configuration setting is never used, then the default maximum is determined
** by the [[SQLITE_MEMDB_DEFAULT_MAXSIZE]] compile-time option. If that
** compile-time option is not set, then the default maximum is 1073741824.
** </dl>
*/

Found in path(s):
* /opt/cola/permits/1154067795_1625594828.48/0/sqlite-amalgamation-3320300-zip/sqlite-amalgamation-3320300/sqlite3.h

1.90 jaxb-api 2.3.1
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jar/org/codehaus/plexus/classworlds/strategy/SelfFirstStrategy.java
/opt/ws_local/PERMITS_SQL/1077506013_1596876990.94/0/plexus-classworlds-2-2-2-sources-1-
jar/org/codehaus/plexus/classworlds/strategy/ParentFirstStrategy.java

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* /opt/ws_local/PERMITS_SQL/1077506013_1596876990.94/0/plexus-classworlds-2-2-2-sources-1-jar/org/codehaus/plexus/classworlds/realm/ClassRealm.java
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* /opt/cola/permits/1208929711\_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/collection/AbstractBiMap.java
* /opt/cola/permits/1208929711\_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/collection/RegularImmutableSet.java
* /opt/cola/permits/1208929711\_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/collection/ImmutableSet.java
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 */

/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p>TODO(kevinb): support concurrently modified collections?
 *
 * @param c the collection for which to return an array of elements
 */

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/*
 */
/**
 * Holder for web specializations of methods of {@code Doubles}. Intended to be empty for regular
 * version.
 */

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* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/ForwardingGraph.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/AbstractDirectedNetworkConnections.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/MapIteratorCache.java
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* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/DirectedGraphConnections.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/Comparators.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/MutableValueGraph.java
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* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/ImmutableNetwork.java
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* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/io/RecursiveDeleteOption.java
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* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/graph/MutableNetwork.java
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  jar/com/google/common/collection/ImmutableClassToInstanceMap.java
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  jar/com/google/common/collection/ComputationException.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
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* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
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* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/ListenableFutureTask.java
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 */

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  jar/com/google/common/io/AppendableWriter.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/util/concurrent/CollectionFuture.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/escape/CharEscaper.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/base/CaseFormat.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/io/PatternFilenameFilter.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/util/concurrent/ImmediateFuture.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/escape/CharEscaperBuilder.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/util/concurrent/TimeoutFuture.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/util/concurrent/FuturesGetChecked.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/util/concurrent/AbstractTransformFuture.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/util/concurrent/FluentFuture.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/annotations/VisibleForTesting.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/util/concurrent/FakeTimeLimiter.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/util/concurrent/AbstractCatchingFuture.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/util/concurrent/TimeLimiter.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/reflect/TypeToken.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/util/concurrent/AggregateFuture.java
  * /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
jar/com/google/common/util/concurrent/UncheckedTimeoutException.java
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/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
 * key.</b> Proper calls will resolve to the version in {@code ImmutableSortedMap}, not this dummy
 * version.
 *
 * @throws UnsupportedOperationException always
 * @deprecated <b>Pass a key of type {@code Comparable} to use {@link
 *     ImmutableSortedMap#of(Comparable, Object)}. </b>
 */

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/**
 * Outer class that exists solely to let us write { @code Partially.GwtIncompatible} instead of plain
 * { @code GwtIncompatible}. This is more accurate for { @link Futures#catching}, which is available
 * under GWT but with a slightly different signature.
 *<p>We can't use { @code PartiallyGwtIncompatible} because then the GWT compiler wouldn't recognize
 * it as a { @code GwtIncompatible} annotation. And for { @code Futures#catching}, we need the GWT
 * compiler to autostrip the normal server method in order to expose the special, inherited GWT
 * version.
 */

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* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/Cache.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/base/FunctionalEquivalence.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/collection/RegularContiguousSet.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/package-info.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/RemovalCause.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/base/Present.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/collection/AbstractSortedMultiset.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/CacheLoader.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/RemovalListener.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/AbstractLoadingCache.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/primitives/UnsignedInteger.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/CacheBuilderSpec.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/MessageDigestHashFunction.java
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* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/AbstractStreamingHasher.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/BloomFilterStrategies.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/AsyncFunction.java
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* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/ForwardingLoadingCache.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/base/Absent.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/ForwardingExecutorService.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/Funnel.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/base/PairwiseEquivalence.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/base/Enums.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/util/concurrent/AbstractScheduledService.java
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* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/TreeRangeSet.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/primitives/UnsignedInts.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/collect/Queues.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/cache/Weigher.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/math/DoubleMath.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/math/BigIntegerMath.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/math/MathPreconditions.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-jar/com/google/common/hash/AbstractCompositeHashFunction.java
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  jar/com/google/common/collection/ImmutableMapEntrySet.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/collection/ImmutableCollection.java
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  jar/com/google/common/util/concurrent/ExecutionSequencer.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/hash/ImmutableSupplier.java
* /opt/cola/permits/1208929711_1632961079.01/0/guava-31-0-1-jre-sources-
  jar/com/google/common/collect/JdkBackedImmutableSet.java

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  */opt/cola/permits/1135892376_1613626859.73/0/asm-util-7-1-sources-2-jar/org/objectweb/asm/util/ASMifierSupport.java
  */opt/cola/permits/1135892376_1613626859.73/0/asm-util-7-1-sources-2-jar/org/objectweb/asm/util/Textifiable.java
  */opt/cola/permits/1135892376_1613626859.73/0/asm-util-7-1-sources-2-jar/org/objectweb/asm/util/ASMifiable.java
  */opt/cola/permits/1135892376_1613626859.73/0/asm-util-7-1-sources-2-jar/org/objectweb/asm/util/TextifierSupport.java

1.116 maven-plugin-descriptor 2.0.9
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1.117 jopt-simple 5.0.2

1.118 pyflakes 2.1.1
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1.119 libpng 1.5.13-8.el7
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/jaxp/validation/ValidatorImpl.java
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jar/org/apache/xerces/jaxp/validation/XSGrammarPoolContainer.java
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jar/org/apache/xerces/jaxp/JAXPValidatorComponent.java
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jar/org/apache/xerces/dom3/as/ASEntityDeclaration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/dom3/as/ASObjectList.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/dom3/as/ASNotationDeclaration.java
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jar/org/apache/xerces/dom3/as/DOMImplementationAS.java
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jar/org/apache/xerces/dom3/as/ElementEditAS.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/dom3/as/DocumentAS.java
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jar/org/apache/xerces/dom3/as/DOMASException.java
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jar/org/apache/xerces/dom3/as/ASContentModel.java
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jar/org/apache/xerces/dom3/as/ASElementDeclaration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/dom3/as/ASDataType.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/xerces/dom3/as/DocumentEditAS.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/ChildNode.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/util/NamespaceSupport.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/util/SynchronizedSymbolTable.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dtd/XMLDTDDescription.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xni/XMLDocumentHandler.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/DOMASBuilderImpl.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xni/grammars/XMLGrammarLoader.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xni/XMLDTDContentModelHandler.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xni/grammars/XMLGrammarDescription.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/DOMErrorImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dom/DOMLocatorImpl.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XMLSchemaPool.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xni/parser/XMLSchemaParseException.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dom/NamedNodeMapImpl.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/validation/ConfigurableValidationState.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/util/JAXPNamespaceContextWrapper.java
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  jar/org/apache/xerces/impl/xs/XSElementDecl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/traversers/XSDAttributeTraverser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/traversers/XSDNotationTraverser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/traversers/XSDAbstractParticleTraverser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/traversers/XSDWildcardTraverser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/XSWildcardDecl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/XSAttributeDecl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/XSNotationDecl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/traversers/XSDGroupTraverser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/traversers/XSAttributeGroupTraverser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/traversers/XSAttributeDecl.java

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  jar/org/apache/html/dom/HTMLTableCaptionElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/wml/dom/WMLIElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/wml/dom/WMLTemplateElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/html/dom/HTMLModElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/html/dom/HTMLQuoteElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/html/dom/HTMLTitleElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/html/dom/HTMLHeadingElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/wml/dom/WMLOptgroupElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/wml/dom/WMLTdElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/html/dom/HTMLAppletElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/wml/dom/WMLMetaElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/html/dom/HTMLLIElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/wml/dom/WMLAElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/html/dom/HTMLFormElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/wml/dom/WMLEmElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/html/dom/HTMLTableElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/html/dom/HTMLStyleElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/html/dom/HTMLBaseElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/html/dom/HTMLMapElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/html/dom/HTMLTableColElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/wml/dom/WMLRefreshElementImpl.java
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jar/org/apache/wml/dom/WMLCardElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/wml/dom/WMLTimerElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/html/dom/HTMLDListElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/html/dom/HTMLUListElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/html/dom/HTMLBRElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/wml/dom/WMLHeadElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/wml/dom/WMLSetvarElementImpl.java
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jar/org/apache/html/dom/HTMLScriptElementImpl.java
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jar/org/apache/wml/dom/WMLWmlElementImpl.java
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jar/org/apache/wml/dom/WMLGoElementImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
jar/org/apache/html/dom/HTMLULListElementImpl.java
Found in path(s):
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/util/XSNamedMap4Types.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/AnyAtomicDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/ExternalSubsetResolver.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLEntityDescription.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/PrecisionDecimalDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSAnnotationInfo.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/io/MalformedByteSequenceException.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/ByteListImpl.java
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 */
/**
 * DOM Level 3 LS CR - Experimental.
 * Create a new <code>LSParser</code>. The newly constructed parser may
 * then be configured by means of its <code>DOMConfiguration</code>
 * object, and used to parse documents by means of its <code>parse</code>
 * method.
 * @param mode  The <code>mode</code> argument is either
 *   <code>MODE_SYNCHRONOUS</code> or <code>MODE_ASYNCHRONOUS</code>, if
 *   <code>mode</code> is <code>MODE_SYNCHRONOUS</code> then the
 *   <code>LSParser</code> that is created will operate in synchronous
 *   mode, if it's <code>MODE_ASYNCHRONOUS</code> then the
 *   <code>LSParser</code> that is created will operate in asynchronous
 *   mode.
 * @param schemaType  An absolute URI representing the type of the schema
 * language used during the load of a <code>Document</code> using the
 * newly created <code>LSParser</code>. Note that no lexical checking
 * is done on the absolute URI. In order to create a
 * <code>LSParser</code> for any kind of schema types (i.e. the
 * LSParser will be free to use any schema found), use the value
 * <code>null</code>.
 * <p><b>Note:</b> For W3C XML Schema [<a href='http://www.w3.org/TR/2001/REC-xmlschema-1-20010502/'>XML Schema Part 1</a>]
 * , applications must use the value
 * <code>"http://www.w3.org/2001/XMLSchema"</code>. For XML DTD [<a href='http://www.w3.org/TR/2000/REC-xml-20001006'>XML 1.0</a>],
 * applications must use the value
 * <code>"http://www.w3.org/TR/REC-xml"</code>. Other Schema languages
 * are outside the scope of the W3C and therefore should recommend an
 * absolute URI in order to use this method.
* @return The newly created <code>LSParser</code> object. This
* <code>LSParser</code> is either synchronous or asynchronous
* depending on the value of the <code>mode</code> argument.
* <p>Note: By default, the newly created <code>LSParser</code>
* does not contain a <code>DOMErrorHandler</code>, i.e. the value of
* the "<a href='http://www.w3.org/TR/2003/WD-DOM-Level-3-Core-20030609/core.html#parameter-error-handler'>error-handler</a>"
* configuration parameter is <code>null</code>. However, implementations
* may provide a default error handler at creation time. In that case,
* the initial value of the <code>error-handler</code> configuration
* parameter on the new created <code>LSParser</code> contains a
* reference to the default error handler.
* @exception DOMException
* NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is
* not supported.
*/

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  jar/org/apache/xerces/impl/xs/models/XSCMValidator.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/opti/DefaultText.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/traversers/XSDAbstractIDConstraintTraverser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/identity/IdentityConstraint.java
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  jar/org/apache/xerces/dom/PSVIDocumentImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/dom/PSVIAttrNSImpl.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/XML11DTDConfiguration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/XSDouble.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/ObjectList.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/XSFloat.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/YearMonthDurationDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/DayTimeDurationDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/util/EntityResolver2Wrapper.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/ss/EntityResolver2Wrapper.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/util/XMLCatalogResolver.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/ByteList.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/xs/datatypes/XSDateTime.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/XML11NonValidatingConfiguration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/YearMonthDurationDV.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources.jar/org/apache/xerces/impl/dv/xs/MonthDayDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources.jar/org/apache/xerces/impl/dv/xs/DateTimeDV.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources.jar/org/apache/xerces/impl/dv/xs/YearMonthDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources.jar/org/apache/xerces/impl/dv/xs/MonthDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources.jar/org/apache/xerces/impl/dv/xs/DateDV.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLVersionDetector.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDocumentInfo.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xpath/regex/ParserForXMLSchema.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLDocumentScannerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XML11DTDScannerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLGrammarParser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/XMLGrammarParser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/RangeImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dtd/XMLDTDDValidator.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XML11DTDS scannerImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/XMLEntityManager.java

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  jar/org/apache/wml/WMLEmElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/wml/WMLSelectElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/wml/WMLTrElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLDoElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLDOMImplementation.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLCardElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLMetaElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/html/dom/HTMLBuilder.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLSetvarElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLTemplateElement.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLImgElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLDocument.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLPrevElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLAnchorElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLRefreshElement.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/wml/WMLHeadElement.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/ElementNSImpl.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/XML11Configuration.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/XMLOptiDOM.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/XML11Configuration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/identity/Field.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/xs/FloatDV.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/traversers/XSDElementTraverser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/parsers/AbstractDOMParser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/opti/SchemaDOMParser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSSimpleTypeDefinition.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSAttributeGroupDefinition.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSAttributeDeclaration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSElementDeclaration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSFacet.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSModelGroupDefinition.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSAttributeUse.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSIDCDefinition.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSWildcard.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSComplexTypeDefinition.java

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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSSimpleTypeDefinition.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSAttributeGroupDefinition.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSAttributeDeclaration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSElementDeclaration.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSFacet.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSModelGroupDefinition.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSAttributeUse.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSIDCDefinition.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xs/XSWildcard.java
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/dom/EntityImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/dom/NotationImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/dom/DeferredCDATASectionImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
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* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/dom/DeferredAttrNSImpl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/dv/xs/SchemaDateTimeException.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/serialize/IndentPrinter.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/xs/serialize/OutputFormat.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/dv/xs/parsers/DTDParser.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/dom/DeferredElementDecl.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-
  jar/org/apache/xerces/impl/dv/xml/serialize/IndentPrinter.java
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dv/HexBin.java  
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/ElementDefinitionImpl.java  
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dtd/models/DFAContentModel.java  
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/xpath/regex/ParseException.java  
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/dom/CommentImpl.java  
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dtd/models/MixedContentModel.java  
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xerces/impl/dtd/models/CMNode.java  
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xml/serialize/LineSeparator.java  
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xml/serialize/ElementState.java  
* /opt/cola/permits/1124919501_1611197727.99/0/xercesimpl-2-8-0-sources-jar/org/apache/xml/serialize/SerializerFactory.java

1.121 device-mapper-multipath 0.4.9-134.el7_9
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  jar/org/springframework/expression/TypeLocator.java
* /opt/cola/permits/1135872690_1613620730.6/0/spring-expression-5-2-12-release-sources-
  jar/org/springframework/expression/MethodFilter.java
* /opt/cola/permits/1135872690_1613620730.6/0/spring-expression-5-2-12-release-sources-
  jar/org/springframework/expression/EvaluationException.java
* /opt/cola/permits/1135872690_1613620730.6/0/spring-expression-5-2-12-release-sources-
  jar/org/springframework/expression/spel/standard/TokenKind.java
* /opt/cola/permits/1135872690_1613620730.6/0/spring-expression-5-2-12-release-sources-
  jar/org/springframework/expression/ConstructorResolver.java
* /opt/cola/permits/1135872690_1613620730.6/0/spring-expression-5-2-12-release-sources-
  jar/org/springframework/expression/EvaluationContext.java

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Found in path(s):
* /opt/cola/permits/1135872690_1613620730.6/0/spring-expression-5-2-12-release-sources-
  jar/org/springframework/expression/spel/SpelEvaluationException.java
* /opt/cola/permits/1135872690_1613620730.6/0/spring-expression-5-2-12-release-sources-
  jar/org/springframework/expression/spel/support/SimpleEvaluationContext.java
* /opt/cola/permits/1135872690_1613620730.6/0/spring-expression-5-2-12-release-sources-
  jar/org/springframework/expression/TypedValue.java
* /opt/cola/permits/1135872690_1613620730.6/0/spring-expression-5-2-12-release-sources-
  jar/org/springframework/expression/spel/support/ReflectiveMethodResolver.java
* /opt/cola/permits/1135872690_1613620730.6/0/spring-expression-5-2-12-release-sources-
  jar/org/springframework/expression/EvaluationContext.java
1.130 byte-buddy 1.10.19

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1.132 gzip 1.5-10.el7

1.133 libverto 0.2.5 4.el7

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1.136 xmltooling 1.4.4

1.137 jackson 1.9.13

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

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jar/com/google/common/collect/FilteredKeyListMultimap.java
* /opt/cola/permits/110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collect/RangeMap.java
* /opt/cola/permits/110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collect/SortedMultisetBridge.java
* /opt/cola/permits/110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collect/FilteredMultimap.java
* /opt/cola/permits/110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collect/UnmodifiableSortedMultiset.java
* /opt/cola/permits/110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collect/TreeRangeMap.java
* /opt/cola/permits/110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collect/RegularImmutableAsList.java
* /opt/cola/permits/110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collect/DescendingImmutableSortedSet.java
* /opt/cola/permits/110737159_1606846951.59/0/guava-29-0-jre-sources-3-
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* /opt/cola/permits/110737159_1606846951.59/0/guava-29-0-jre-sources-3-
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* /opt/cola/permits/110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collect/CompactLinkedHashSet.java
* /opt/cola/permits/110737159_1606846951.59/0/guava-29-0-jre-sources-3-
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jar/com/google/common/collection/ImmutableEnumMap.java
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jar/com/google/common/io/MultiReader.java
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jar/com/google/common/collection/FluentIterable.java
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*/
/** *
* Holder for web specializations of methods of {@code Ints}. Intended to be empty for regular
* version.
*/

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* /opt/cola/permits/1110737159_1606846951.59/0/guava-29.0-jre-sources-3-jar/com/google/common/collect/EnumMultiset.java
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 */

/**
 * Outer class that exists solely to let us write {code Partially.GwtIncompatible} instead of plain
 * {code GwtIncompatible}. This is more accurate for {link Futures#catching}, which is available
 * under GWT but with a slightly different signature.
 *
 * <p>We can't use {code PartiallyGwtIncompatible} because then the GWT compiler wouldn't recognize
 * it as a {code GwtIncompatible} annotation. And for {code Futures.catching}, we need the GWT
 * compiler to autostrip the normal server method in order to expose the special, inherited GWT
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  jar/com/google/common/collection/CollectSpliterators.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
  jar/com/google/common/collection/ImmutableBiMapFauxverideShim.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
  jar/com/google/common/graph/package-info.java
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* As of 2010/06/11, this method is identical to the (package private) hash method in OpenJDK 7's
* java.util.HashMap class.
*/

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  jar/com/google/common/util/concurrent/Striped.java

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  jar/com/google/common/io/ReaderInputStream.java

* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
  jar/com/google/common/collect/SortedMultisets.java

* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
  jar/com/google/common/collect/SortedMultiset.java
jar/com/google/common/util/concurrent/AggregateFutureState.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/util/concurrent/AsyncCallable.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collect/ConsumingQueueIterator.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/hash/MacHashFunction.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/util/concurrent/InterruptibleTask.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/util/concurrent/Platform.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/hash/FarmHashFingerprint64.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/hash/LittleEndianByteArray.java
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 */
/**
 * Holder for web specializations of methods of { @code Doubles}. Intended to be empty for regular
 * version.
 */

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jar/com/google/common/collection/ArrayTable.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collection/ForwardingTable.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collection/ImmutableSortedMap.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collection/DiscreteDomain.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collection/ComputationException.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collection/AbstractIndexedListIterator.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collection/ImmutableClassToInstanceMap.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collection/ImmutableAsList.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collection/SingletonImmutableTable.java
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* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3.jar/com/google/common/util/concurrent/ForwardingCondition.java  
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3.jar/com/google/common/primitives/ImmutableIntArray.java  
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3.jar/com/google/common/primitives/ImmutableDoubleArray.java  
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/**
* Holder for web specializations of methods of {code Floats}. Intended to be empty for regular
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jar/com/google/common/collect/ImmutableMapEntry.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/io/MoreFiles.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collections/MultimapBuilder.java
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jar/com/google/common/util/concurrent/Runnables.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collection/FilteredMultimapValues.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/base/Utf8.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/hash/HashingInputStream.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collection/AbstractTable.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/reflect/TypeVisitor.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/base/VerifyException.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/base/Verify.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/eventbus/SubscriberExceptionContext.java
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*/
/**
 * Returns an array containing all of the elements in the specified collection. This method
 * returns the elements in the order they are returned by the collection's iterator. The returned
 * array is "safe" in that no references to it are maintained by the collection. The caller is
 * thus free to modify the returned array.
 *
 * <p>This method assumes that the collection size doesn't change while the method is running.
 *
 * <p>TODo(kevinb): support concurrently modified collections?
 *
 * @param c the collection for which to return an array of elements
 */

Found in path(s):
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jar/com/google/common/collect/MinMaxPriorityQueue.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
jar/com/google/common/collection/SortedMapDifference.java
* /opt/cola/permissions/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-jar/com/google/common/collection/RowSortedTable.java
* /opt/cola/permissions/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-jar/com/google/common/collection/ForwardingImmutableCollection.java
* /opt/cola/permissions/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-jar/com/google/common/collection/ForwardingSortedSetMultimap.java
* /opt/cola/permissions/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-jar/com/google/common/collection/AbstractSequentialIterator.java
* /opt/cola/permissions/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-jar/com/google/common/collection/UnmodifiableListIterator.java
* /opt/cola/permissions/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-jar/com/google/common/collection/ForwardingSetMultimap.java
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* /opt/cola/permissions/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-jar/com/google/common/graph/StandardNetwork.java
* /opt/cola/permissions/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-jar/com/google/common/graph/MutableValueGraph.java
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 */

/**
 * Not supported. <b>You are attempting to create a map that may contain a non-{@code Comparable}
 * key.</b> Proper calls will resolve to the version in {@link ImmutableSortedMap}, not this dummy
 * version.
 *
 * @throws UnsupportedOperationException always
 * @deprecated <b>Pass a key of type {@code Comparable} to use</b>
 */
/*
 * ImmutableSortedMap#of(Comparable, Object)}.</b>
 */

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* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-
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* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-jar/com/google/common/collection/Iterables.java
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* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-jar/com/google/common/collection/SortedSetMultimap.java
* /opt/cola/permits/1110737159_1606846951.59/0/guava-29-0-jre-sources-3-jar/com/google/common/collection/ForwardingMap.java
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  jar/com/google/common/util/concurrent/AtomicDoubleArray.java

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Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration
===========================================================================

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mecab-ipadic-2.7.0-20070801

which can be obtained from

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1.145 lucene 7.7.2
d4c30fc2856154f2c1fefc589eb7cd070a415b94

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If you would like to comment, improve, criticize the project please email me: wgradkowski@gmail.com

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analysis/common/src/org/apache/lucene/analysis/en
was developed by Bob Krovetz and Sergio Guzman-Lara (CIIR-UMass Amherst)
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The Arabic, Persian, Romanian, Bulgarian, Hindi and Bengali analyzers (common) come with a default
stopword list that is BSD-licensed created by Jacques Savoy. These files reside in:
analysis/common/src/resources/org/apache/lucene/analysis/ar/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/fa/stopwords.txt,
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analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt,
analysis/common/src/resources/org/apache/lucene/analysis/bn/stopwords.txt

The German, Spanish, Finnish, French, Hungarian, Italian, Portuguese, Russian and Swedish light stemmers
(common) are based on BSD-licensed reference implementations created by Jacques Savoy and
Ljiljana Dolamic. These files reside in:
analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
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Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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Woodstox is an XML-parser that allows parsing of XML documents in so-called pull mode (aka "pull parsing").
It specifically implements StAX 1.0 API:

which defines what is closest to being the J2xJ standard for XML pull parsers.

Woodstox was originally written by Tatu Saloranta (<tatu.saloranta@iki.fi>.

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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boilerpipe

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Byte Buddy is a code generation and manipulation library for creating and modifying Java classes during the runtime of a Java application and without the help of a compiler.

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You might want to interpret some document fields in more than one way. Solr has a mechanism for making copies of fields so that you can apply several distinct field types to a single piece of incoming information.

The name of the field you want to copy is the _source_, and the name of the copy is the _destination_. In `schema.xml`, it's very simple to make copies of fields:

[source,xml]
```
<copyField source="cat" dest="text" maxChars="30000" />
```

In this example, we want Solr to copy the `cat` field to a field named `text`. Fields are copied before

<<understanding-analyzers-tokenizers-and-filters.adoc#understanding-analyzers-tokenizers-and-filters,analysis>>
done, meaning you can have two fields with identical original content, but which use different analysis chains and are stored in the index differently.

In the example above, if the `text` destination field has data of its own in the input documents, the contents of the `cat` field will be added as additional values just as if all of the values had originally been specified by the client. Remember to configure your fields as `multivalued="true"` if they will ultimately get multiple values (either from a multivalued source or from multiple `copyField` directives).

A common usage for this functionality is to create a single "search" field that will serve as the default query field when users or clients do not specify a field to query. For example, `title`, `author`, `keywords`, and `body` may all be fields that should be searched by default, with copy field rules for each field to copy to a `catchall` field (for example, it could be named anything). Later you can set a rule in `solrconfig.xml` to search the `catchall` field by default. One caveat to this is your index will grow when using copy fields. However, whether this becomes problematic for you and the final size will depend on the number of fields being copied, the number of destination fields being copied to, the analysis in use, and the available disk space.

The `maxChars` parameter, an `int` parameter, establishes an upper limit for the number of characters to be copied from the source value when constructing the value added to the destination field. This limit is useful for situations in which you want to copy some data from the source field, but also control the size of index files.

Both the source and the destination of `copyField` can contain either leading or trailing asterisks, which will match anything. For example, the following line will copy the contents of all incoming fields that match the wildcard pattern `*_t` to the text field.

[source,xml]
----
<copyField source="*_t" dest="text" maxChars="25000" />
----

[IMPORTANT]
=====

The `copyField` command can use a wildcard (*) character in the `dest` parameter only if the `source` parameter contains one as well. `copyField` uses the matching glob from the source field for the `dest` field name into which the source content is copied.

=====

Copying is done at the stream source level and no copy feeds into another copy. This means that copy fields cannot be chained i.e., you cannot copy from `here` to `there` and then from `there` to `elsewhere`. However, the same source field can be copied to multiple destination fields:

[source,xml]
----
<copyField source="here" dest="there"/>
<copyField source="here" dest="elsewhere"/>
----

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Nori Korean Morphological Analyzer - Apache Lucene Integration
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Id: LICENSE.txt,v 1.11 2004/02/06 09:32:57 jhunter Exp $

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david@megginson.com
2000-01-14

1.152 rabbitmq 1.3.0
1.152.1 Available under license:

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******************************************************************************
#
# Defaults for the Java Activation Framework (revised).
#
# Modified extensions registered in this file:
# text/plainjava c c++ cpp pl cc h
# image/pngpng
# image/svg+xmlsvg+xmlsvg
#
******************************************************************************
text/htmlhtml htm HTML HTM
text/plainTXT TEXT java c c++ cpp pl cc h
image/gifGIF
image/jpegjpeg jpg jpeg JPG
image/tifftif tif
image/x-xwindowdumpxwd
application/postscriptai eps ps
application/rtftftf
application/x-texx-tex
application/x-texinfo x-texinfo text
application/x-troff roff
audio/basicau
audio/midimidi mid
audio/x-aifcaaic
audio/x-aiff aiff
dataudio/x-mpeg mpg
audio/x-wav wav
video/mpeg mpg mpe
video/quicktime mov
video/x-msvideo avi

# TEXT TYPES

text/x-speech talk
text/css css
text/csv csv

# IMAGE TYPES

# X-Windows bitmap (b/w)
text/x-xbitmap xbm
# X-Windows pixelmap (8-bit color)
text/x-xpixmap xpm
# Portable Network Graphics
text/png
# Scalable Vector Graphics
text/svg+xml
# Image Exchange Format (RFC 1314)
text/ief
# RGB
text/rgb
# Group III Fax (RFC 1494)
text/g3fax g3f
# X Windowdump format
text/x-xwindowdump xwd
# Macintosh PICT format
text/x-pict
# PPM (UNIX PPM package)
text/x-portable-pixmapppm
# PGM (UNIX PPM package)
text/x-portable-graymappgm
# PBM (UNIX PPM package)
text/x-portable-bitmappbm
# PNM (UNIX PPM package)
image/x-portable-anymap
# Microsoft Windows bitmap
image/x-ms-bmp.bmp
# CMU raster
image/x-cmu-raster
# Kodak Photo-CD
image/x-photo-cdpd
# Computer Graphics Metafile
image/cgm
# CALS Type 1 or 2
image/x-cals
# Fractal Image Format (Iterated Systems)
image/fif
# QuickSilver active image (Micrografx)
image/x-mgx-dsf dsf
# CMX vector image (Corel)
image/x-cmxcmx
# Wavelet-compressed (Summus)
image/waveletwi
# AutoCad Drawing (SoftSource)
image/vnd.dwg dwg
# AutoCad DXF file (SoftSource)
image/vnd.dxf dxf
# Simple Vector Format (SoftSource)
image/vnd.svf svf

# AUDIO/VOICE/MUSIC RELATED TYPES

# """basic"""" audio - 8-bit u-law PCM"
audio/basic
# Macintosh audio format (Apple)
audio/x-aiff aiff aifc
# Microsoft audio
audio/x-wav wav
# MPEG audio
audio/x-mpeg mpega
# MPEG-2 audio
audio/x-mpeg-2mp2a mpeg2
# compressed speech (Echo Speech Corp.)
audio/echospeches
# Toolvox speech audio (Voxware)
audio/voxware vox
# RapidTransit compressed audio (Fast Man)
application/fastmanlcc
# Realaudio (Progressive Networks)
application/x-pn-realaudio ram
# MIDI music data
x-music/x-midi

Open Source Used In DCNM 12 12.0(2) 1611
# Koan music data (SSeyo)
application/vnd.koan

# Speech synthesis data (MVP Solutions)
text/x-speechtalk

# VIDEO TYPES

# MPEG video
video/mpeg
mpeg mpe

# MPEG-2 video
video/mpeg-2
mpv2 mp2v

# Macintosh Quicktime
video/quicktime qt mov

# Microsoft video
video/x-msvideo avi

# SGI Movie format
video/x-sgi-movie movie

# VDOlive streaming video (VDOnet)
video/vdovdo

# Vivo streaming video (Vivo software)
video/vnd.vivoviv

# SPECIAL HTTP/WEB APPLICATION TYPES

# Proxy autoconfiguration (Netscape browsers)
application/x-ns-proxy-autoconfig pac

# Netscape Cooltalk chat data (Netscape)
x-conference/x-cooltalk ice

# TEXT-RELATED

# PostScript
application/postscript ai eps ps

# Microsoft Rich Text Format
application/rtf

# Adobe Acrobat PDF
application/pdf

# Maker Interchange Format (FrameMaker)
application/vnd.mif

# Troff document
application/x-troff tr roff

# Troff document with MAN macros
application/x-troff-man man

# Troff document with ME macros
application/x-troff-meme

# Troff document with MS macros
application/x-troff-msms

# LaTeX document
application/x-latexlatex
# Tex/LateX document
application/x-texttex
# GNU TexInfo document
application/x-texinfo\textinfo\textinfo\texti\texti
# TeX dvi format
application/x-dviddvi
# MS word document
application/msworddoc\DOC\DOC
# Office Document Architecture
application/odaoda
# Envoy Document
application/envoyevyevy

# ARCHIVE/COMPRESSED ARCHIVES

# Gnu tar format
application/x-gtar\gtar\gtar
# 4.3BSD tar format
application/x-tartar\tartar\tartar
# POSIX tar format
application/x-ustarustar\ustar\ustar
# Old CPIO format
application/x-bcpio\bcpio\bcpio
# POSIX CPIO format
application/x-cpio\cpio\cpio
# UNIX sh shell archive
application/x-sharshar\shar\shar
# DOS/PC - Pkzipped archive
application/zipzip\zip\zip
# Macintosh Binhexed archive
application/mac-binhex40\hqx\hqx
# Macintosh Stuffit Archive
application/x-stuffitsit\sea\sea
# Fractal Image Format
application/fractalsfif\fif\fif
# "Binary UUencoded"
application/octet-stream\bin\uu\uu
# PC executable
application/octet-stream\exe\exe
# "WAIS ""sources"
application/x-wais-sources\src\src
# NCSA HDF data format
application/hdfhdf\hdf\hdf

# DOWNLOADABLE PROGRAM/SCRIPTS

# Javascript program
text/javascript				js
ls
mocha

# UNIX bourne shell program
application/x-sh

# UNIX c-shell program
application/x-csh

# Perl program
application/x-perl

# Tcl (Tool Control Language) program
application/x-tcl

# ANIMATION/MULTIMEDIA

# FutureSplash vector animation (FutureWave)
application/futuresplash

# mBED multimedia data (mBED)
application/mbedlet

# PowerMedia multimedia (RadMedia)
application/x-rad-powermedia

# PRESENTATION

# PowerPoint presentation (Microsoft)
application/mspowerpoint

# ASAP WordPower (Software Publishing Corp.)
application/x-asapp

# Astound Web Player multimedia data (GoldDisk)
application/astound

# SPECIAL EMBEDDED OBJECT

# OLE script e.g. Visual Basic (Ncompass)
application/x-olescript

# OLE Object (Microsoft/NCompass)
application/x-oleobject

# OpenScape OLE/OCX objects (Business@Web)
application/x-openscape

# Visual Basic objects (Amara)
application/x-webbasic

# Specialized data entry forms (Alpha Software)
application/x-alpha-form

# client-server objects (Wayfarer Communications)
application/x-wfx

# GENERAL APPLICATIONS

# Undefined binary data (often executable progs)
application/octet-stream

# Pointcast news data (Pointcast)
application/x-pcnpcn
# Excel spreadsheet (Microsoft)
application/vnd.ms-excel
# PowerPoint (Microsoft)
application/vnd.ms-powerpoint
# Microsoft Project (Microsoft)
application/vnd.ms-project
# SourceView document (Dataware Electronics)
application/vnd.svd
# Net Install - software install (20/20 Software)
application/x-net-install
# Carbon Copy - remote control/access (Microcom)
application/cc
# Spreadsheets (Visual Components)
workbook/formulaone

# 2D/3D DATA/VIRTUAL REALITY TYPES

# VRML data file
x-world/x-vrml
# WIRL - VRML data (VREAM)
x-world/x-vream
# Play3D 3d scene data (Play3D)
application/x-p3d
# Viscape Interactive 3d world data (Superscape)
x-world/x-svr
# WebActive 3d data (Plastic Thought)
x-world/x-wvr
# QuickDraw3D scene data (Apple)
x-world/x-3dmf

# SCIENTIFIC/MATH/CAD TYPES

# Mathematica notebook
application/mathematica
# Computational meshes for numerical simulations
x-model/x-mesh
# Vis5D 5-dimensional data
application/vis5d
# IGES models -- CAD/CAM (CGM) data
application/iges
# Autocad WHIP vector drawings
drawing/x-dwf

Found in path(s):
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* /opt/cola/permits/1149087010_1620942455.93/0/spring-context-support-5-2-5-release-sources-1-
  jar/org/springframework/cache/jcache/JCacheManagerFactoryBean.java
* /opt/cola/permits/1149087010_1620942455.93/0/spring-context-support-5-2-5-release-sources-1-
  jar/org/springframework/cache/jcache/interceptor/BeanFactoryJCacheOperationSourceAdvisor.java
* /opt/cola/permits/1149087010_1620942455.93/0/spring-context-support-5-2-5-release-sources-1-
  jar/org/springframework/cache/jcache/interceptor/JCacheOperationSource.java
* /opt/cola/permits/1149087010_1620942455.93/0/spring-context-support-5-2-5-release-sources-1-
  jar/org/springframework/cache/jcache/config/AbstractJCacheConfiguration.java
* /opt/cola/permits/1149087010_1620942455.93/0/spring-context-support-5-2-5-release-sources-1-
  jar/org/springframework/scheduling/quartz/SimpleThreadPoolTaskExecutor.java
* /opt/cola/permits/1149087010_1620942455.93/0/spring-context-support-5-2-5-release-sources-1-
  jar/org/springframework/scheduling/quartz/AdaptableJobFactory.java
* /opt/cola/permits/1149087010_1620942455.93/0/spring-context-support-5-2-5-release-sources-1-
  jar/org/springframework/scheduling/quartz/SimpleTriggerFactoryBean.java
* /opt/cola/permits/1149087010_1620942455.93/0/spring-context-support-5-2-5-release-sources-1-
  jar/org/springframework/scheduling/common/TimerManagerFactoryBean.java
* /opt/cola/permits/1149087010_1620942455.93/0/spring-context-support-5-2-5-release-sources-1-
  jar/org/springframework/cache/jcache/interceptor/AbstractKeyCacheInterceptor.java
* /opt/cola/permits/1149087010_1620942455.93/0/spring-context-support-5-2-5-release-sources-1-
  jar/org/springframework/cache/jcache/interceptor/CachePutOperation.java
* /opt/cola/permits/1149087010_1620942455.93/0/spring-context-support-5-2-5-release-sources-1-
  jar/org/springframework/cache/jcache/interceptor/JCacheCacheManager.java
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* Source:
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* Source:
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maven-core (3.5.2)

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maven-plugin-annotations (3.5)

* License: Apache-2.0
* Project: https://maven.apache.org/plugin-tools/maven-plugin-annotations/
* Source:
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* Project: https://maven.apache.org/resolver/maven-resolver-transport-file/
* Source:
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maven-resolver-util (1.1.1)

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maven-settings (3.5.2)

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  https://mvnrepository.com/artifact/org.apache.maven/maven-settings/3.5.2

OSGi Service Platform Core Companion Code (6.0)

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plexus-archiver (3.5)
plexus-io (3.0.0)

plexus-utils (3.1.0)

relaxng-datatype (1.0)

Sax (0.2)

testng (6.14.2)

wagon-http-lightweight (3.0.0)

xz for java (1.8)

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<signature of Ty Coon>, 1 April 1989  
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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtPrimitiveType.java
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* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/expr/NewArray.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/ast/IntConst.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/Reflection.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/MemberCodeGen.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/rmi/ObjectImporter.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/scopedpool/ScopedClassPoolRepository.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/convert/Transformer.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/expr/Cast.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/tools/reflect/CannotInvokeException.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/ConstantAttribute.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/convert/TransformWriteField.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/CtBehavior.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/compiler/SymbolTable.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-jar/javassist/bytecode/analysis/MultiType.java

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Found in path(s):
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/MemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/ByteMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/EnumMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/ClassMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/StringMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/LongMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/FloatMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/ShortMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/Annotation.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /opt/cola/permits/1135869399_1613618193.6/0/javassist-3-25-0-ga-sources-3-
  jar/javassist/bytecode/annotation/DoubleMemberValue.java

1.168 maven-artifact-manager 2.0.9
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1.172 berkeley-db 5.3.28+dfsg1-0.6ubuntu2

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* /opt/ws_local/PERMITS_SQL/1068790786_1594458379.39/0/netty-transport-native-epoll-4-1-43-final-sources-jar/netty_epoll_linuxsocket.h
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 */
* Set the `{@code TCP_MD5SIG}` option on the socket. See `{@code linux/tcp.h}` for more details.
* Keys can only be set on, not read to prevent a potential leak, as they are confidential.
* Allowing them being read would mean anyone with access to the channel could get them.
*/

* Set the `{@code TCP_QUICKACK}` option on the socket. See `<a href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a>`
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*/

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rather than sequential; replacement of unimplode() with explode();
replacement of old unshrink() with new (unrelated) unshrink(); re-
placement of output routines; addition of inflate(), wildcards,
filename-mapping, text translation, ...; etc.). As far as we can
tell, only the core code of the unreduce method remained substantially
similar to Mr. Smith's original source. As of UnZip 5.42, the complete
core code is now covered by the Info-ZIP Licence. Therefore, support
for the reduce method has been removed.
The drop of the reduce method should only affect some test archives,
reducing was never used in any publically distributed Zip program.
For pathologic cases where support for reduced archive entries is
needed, the unreduce code copyrighted by Samuel H. Smith is available
as a separate distribution (the restricted copyright of this code is
cited below in the "historical" section).

The following copyright applies to the Mac OS File Manager interface code
(macos/source/macstuff.[ch]), distributed with UnZip 5.4 and later:

* MoreFiles
*
* A collection of File Manager and related routines
*
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* MacBinaryIII.h
  *
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  *
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Regarding the first stipulation, Mr. Smith was tracked down in southern California some years back [Samuel H. Smith, The Tool Shop; as of mid-May 1994, (213) 851-9969 (voice), (213) 887-2127(?) (subscription BBS), 71150.2731@compuserve.com]:

"He says that he thought that whoever contacted him understood that he has no objection to the Info-ZIP group's inclusion of his code. His primary concern is that it remain freely distributable, he said."

Despite the fact that our "normal" code has been entirely rewritten and by default no longer contains any of Mr. Smith's code, Info-ZIP remains indebted and grateful to him. We hope he finds our contributions as useful as we have his.
Note that the third and fourth stipulations still apply to any company that wishes to incorporate the unreduce code into its products; if you wish to do so, you must contact Mr. Smith directly regarding licensing.

-----

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-----

The remaining code was written by many people associated with the
Info-ZIP group, with large contributions from (but not limited to):
Greg Roelofs (overall program logic, ZipInfo, unshrink, filename
mapping/portability, etc.), Mark Adler (inflate, explode, funzip),
Kai Uwe Rommel (OS/2), John Bush and Paul Kienitz (Amiga), Antoine
Verheijen (Macintosh), Hunter Goatley (more VMS), Mike White (Windows
DLLs), Christian Spieler (overall logic, optimization, VMS, etc.) and
others. See the file CONTRIBS in the source distribution for a much
more complete list of contributors.
The decompression core code for the deflate method (inflate.[ch],
eexplode.c) was originally written by Mark Adler who submitted it
as public domain code.

---------------------------------------------------------------------

1.175 kubernetes-klog 2.0.0
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1.176 oscache 2.1

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1.177.1 Available under license :

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  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
    jar/com/vmware/vim25/ws/ApacheTrustSelfSigned.java

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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/AlarmCreatedEvent.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/HostVirtualSwitchBondBridge.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/ArrayOfHostFeatureVersionInfo.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/NonVIFWorkloadDetectedOnDatastoreEvent.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/InvalidDeviceBacking.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/HostIpRouteTableInfo.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/OvfInvalidPackage.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VirtualMachineBootOptionsBootableFloppyDevice.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/DVPortStatusVmDirectPathGen2InactiveReasonNetwork.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/DVPortConfigSpec.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/NetStackInstanceProfile.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/GuestWindowsFileAttributes.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/ClusterEnterMaintenanceResult.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VirtualMachineScsiDiskDeviceInfo.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/ArrayOfPhysicalNicNameHint.java

* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/OvfConnectedDeviceFloppy.java

* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/DiskHasPartitions.java

* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/HostLicenseExpiredEvent.java

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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/HostNotReachable.java

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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/CustomizationUnknownFailure.java

* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/ExpiredEditionLicense.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/PatchBinariesNotFoundException.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/ArrayOfHostNumericSensorInfo.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/OvfConsumerValidationFault.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/StorageDrsCannotMoveFTVm.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/CannotAccessLocalSource.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/HostVirtualNic.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/HostCnxFailedTimeoutEvent.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/ArrayOfHostNetStackInstance.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/TooManyHosts.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/StorageDrsConfigInfo.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VsanHostMembershipInfo.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/HostInternetScsiHbaTargetSet.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VMwareDvsLacpLoadBalanceAlgorithm.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VMotionLicenseExpiredEvent.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/ArrayOfAlarmAction.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VirtualMachineConfigInfoOverheadInfo.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/OnceTaskScheduler.java
* /opt/cola/permits/110675874_1606843708.75/0/yavijava-6-0-0-sources-jar/com/vmware/vim25/DiskMoveTypeNotSupported.java
* /opt/cola/permits/110675874_1606843708.75/0/yavijava-6-0-0-sources-jar/com/vmware/vim25/HostConnectFault.java
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* /opt/cola/permits/110675874_1606843708.75/0/yavijava-6-0-0-sources-jar/com/vmware/vim25/LinkDiscoveryProtocolConfig.java
* /opt/cola/permits/110675874_1606843708.75/0/yavijava-6-0-0-sources-jar/com/vmware/vim25/InvalidAffinitySettingFault.java
* /opt/cola/permits/110675874_1606843708.75/0/yavijava-6-0-0-sources-jar/com/vmware/vim25/VmMacConflictEvent.java
* /opt/cola/permits/110675874_1606843708.75/0/yavijava-6-0-0-sources-jar/com/vmware/vim25/DVSRollbackCapability.java
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* /opt/cola/permits/110675874_1606843708.75/0/yavijava-6-0-0-sources-jar/com/vmware/vim25/DasAgentUnavailableEvent.java
* /opt/cola/permits/110675874_1606843708.75/0/yavijava-6-0-0-sources-jar/com/vmware/vim25/RetrieveResult.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VmFaultToleranceConfigIssueWrapper.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VirtualLsiLogicSASController.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/HostDhcpServiceConfig.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/PhysicalNicCdpDeviceCapability.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VirtualMachineEmptyProfileSpec.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/InvalidDatastorePath.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/WakeOnLanNotSupported.java
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 * @since 6.0
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/GuestAuthAnySubject.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/VirtualMachineVMCIDeviceFilterInfo.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/HostDatastoreSystemVvolDatastoreSpec.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/GuestRegKeyNameSpec.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
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Found in path(s):
  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/HostNetStackInstanceSystemStackKey.java
  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VmDasBeingResetEventReasonCode.java
  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VirtualMachineNeedSecondaryReason.java
  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/ActionType.java
  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VirtualMachinePowerOffBehavior.java
  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/DasConfigFaultDasConfigFaultReason.java
  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/HostCapabilityFtUnsupportedReason.java
  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/DistributedVirtualSwitchHostInfrastructureTrafficClass.java
  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/HostVirtualNicManagerNicType.java
  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VirtualMachineFileLayoutExFileType.java
  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VirtualMachineTicketType.java
  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VmFaultToleranceConfigIssueReasonForIssue.java
  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/PerformanceManagerUnit.java
  * /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VirtualMachineGuestOsIdentifier.java

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Found in path(s):
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VirtualMachineConfigSpec.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VirtualMachineConfigInfo.java

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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/VirtualMachineFileLayoutExFileInfo.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/VMwareIpfixConfig.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/VirtualMachineVMCIDevice.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/VirtualMachineDatastoreInfo.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/VirtualMachineRuntimeInfo.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/DatastoreInfo.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/VirtualVideoCardOption.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/ClusterVmComponentProtectionSettingsStorageVmReaction.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/BatchResultResult.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/DistributedVirtualSwitchNetworkResourceControlVersion.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/CannotEnableVmcpForClusterReason.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/ClusterVmComponentProtectionSettingsVmReactionOnAPDCleared.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/GuestFileManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/HostCacheConfigurationManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/iscsiManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/HostEsxAgentHostManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/GuestProcessManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/StoragePod.java

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* The returned XML data is in the following format:
* <pre>
* | @code
* <?xml version="1.0" encoding="UTF-8" ?>
* <!--
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* -->
* <definitions targetNamespace="urn:vim25Service"
* xmlns="http://schemas.xmlsoap.org/wsdl/"
* xmlns:soap="http://schemas.xmlsoap.org/wsdl/soap/">

---

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---
* xmlns:interface="urn:vim25"
* >
*  <import location="vim.wsdl" namespace="urn:vim25" />
*  <service name="VimService">
*   <port binding="interface:VimBinding" name="VimPort">
*    <soap:address location="https://localhost/sdk/vimService" />
*   </port>
*  </service>
* </definitions>
*
* Utility class for checking the version of VISDK the server supports.
*
* @author Steve JIN (sjin@vmware.com)
*/

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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/ManagedObjectView.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/HostNetworkSystem.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/PropertyFilter.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/ProfileManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/ServiceInstance.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/EventManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim/cf/ManagedObjectWatcher.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/ResourcePlanningManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/ClusterProfileManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/HostProfile.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/ViewManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/EventHistoryCollector.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/TaskManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/util/MorUtil.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim/cf/CacheInstance.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/View.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/HostLocalAccountManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/InventoryView.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/HostPatchManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/ScheduledTask.java
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* /opt/cola/permits/110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/OvfManager.java
* /opt/cola/permits/110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/PropertyCollector.java
* /opt/cola/permits/110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/ContainerView.java
* /opt/cola/permits/110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/HostSnmpSystem.java
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* /opt/cola/permits/1110675874_1606843708.75/yavijava-6-0-05-sources.jar/com/vmware/vim25/mo/ClusterProfile.java
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* /opt/cola/permits/1110675874_1606843708.75/yavijava-6-0-05-sources.jar/com/vmware/vim25/mo/ClusterComputeResource.java
* /opt/cola/permits/1110675874_1606843708.75/yavijava-6-0-05-sources.jar/com/vmware/vim25/mo/FileManager.java
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* /opt/cola/permits/1110675874_1606843708.75/yavijava-6-0-05-sources.jar/com/vmware/vim25/mo/TaskHistoryCollector.java
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* /opt/cola/permits/1110675874_1606843708.75/yavijava-6-0-05-sources.jar/com/vmware/vim25/mo/OptionManager.java
* /opt/cola/permits/1110675874_1606843708.75/yavijava-6-0-05-sources.jar/com/vmware/vim25/mo/Alarm.java
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* /opt/cola/permits/1110675874_1606843708.75/yavijava-6-0-05-sources.jar/com/vmware/vim25/mo/HostCpuSchedulerSystem.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/ScheduledTaskManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/HostVMotionSystem.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/ProfileComplianceManager.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/ComputeResource.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/VirtualMachineProvisioningChecker.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/HostDatastoreBrowser.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/mo/SearchIndex.java

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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/AnswerFileCreateSpec.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/HostConnectInfo.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/VirtualMachineFlagInfo.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/VirtualMachineFileLayoutExSnapshotLayout.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/HostVirtualNicSpec.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/HostConnectSpec.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/HostScsiDisk.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/AlarmState.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/GuestInfo.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/GuestOsDescriptor.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/DVPortgroupConfigSpec.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
jar/com/vmware/vim25/HostOpaqueNetworkInfo.java
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  jar/com/vmware/vim25/ws/XmlGen.java
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  jar/com/vmware/vim25/GatewayNotFound.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
  jar/com/vmware/vim25/VsanNewPolicyBatch.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
  jar/com/vmware/vim25/GuestRegistryKeyFault.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/GuestMultipleMappings.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/GuestRegistryValueFault.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/IoFilterManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/VsanPolicySatisfiability.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/GuestAliasManager.java
* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/CertificateManager.java

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jar/com/vmware/vim25/mo/VirtualMachineSnapshot.java
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* /opt/cola/permits/1110675874_1606843708.75/0/yavijava-6-0-05-sources-jar/com/vmware/vim25/CannotEnableVmcpForCluster.java
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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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

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

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

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1.189 spring-boot 2.5.4

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1.191 jackson-module-parameter-names

2.10.5

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^L

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* /opt/cola/permits/1119226318_1608791865.59/0/spring-security-web-5-4-2-sources.jar/org/springframework/security/web/firewall/HttpStatusRequestRejectedHandler.java
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* /opt/cola/permits/1119226318_1608791865.59/0/spring-security-web-5-4-2-sources.jar/org/springframework/security/web/server/context/WebSessionServerSecurityContextRepository.java
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* /opt/cola/permits/1119226318_1608791865.59/0/spring-security-web-5-4-2-sources-
  jar/org/springframework/security/web/server/authentication/ForwardAuthenticationSuccessHandler.java
* /opt/cola/permits/1119226318_1608791865.59/0/spring-security-web-5-4-2-sources-
  jar/org/springframework/security/web/server/authentication/ServerX509AuthenticationConverter.java
* /opt/cola/permits/1119226318_1608791865.59/0/spring-security-web-5-4-2-sources-
  jar/org/springframework/security/web/server/authentication/ServerAuthenticationSuccessHandler.java
* /opt/cola/permits/1119226318_1608791865.59/0/spring-security-web-5-4-2-sources-
  jar/org/springframework/security/web/server/authentication/ForwardAuthenticationSuccessHandler.java
* /opt/cola/permits/1119226318_1608791865.59/0/spring-security-web-5-4-2-sources-
  jar/org/springframework/security/web/server/authentication/ServerBasicAuthenticationConverter.java
* /opt/cola/permits/1119226318_1608791865.59/0/spring-security-web-5-4-2-sources-
  jar/org/springframework/security/web/server/authentication/ServerBasicAuthenticationSuccessHandler.java
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* /opt/cola/permits/11226318_1608791865.59/0/spring-security-web-5-4-2-sources-
jar/org/springframework/security/web/server/jackson2/PreAuthenticatedAuthenticationTokenDeserializer.java
* /opt/cola/permits/11226318_1608791865.59/0/spring-security-web-5-4-2-sources-
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  jar/org/springframework/security/web/access/expression/DelegatingEvaluationContext.java
* /opt/cola/permits/1119226318_1608791865.59/0/spring-security-web-5-4-2-sources-
  jar/org/springframework/security/web/csrf/CookieCsrfTokenRepository.java
* /opt/cola/permits/1119226318_1608791865.59/0/spring-security-web-5-4-2-sources-
  jar/org/springframework/security/web/session/SessionInformationExpiredEvent.java
* /opt/cola/permits/1119226318_1608791865.59/0/spring-security-web-5-4-2-sources-
  jar/org/springframework/security/web/csrf/LazyCsrfTokenRepository.java

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* /opt/cola/permits/1119226318_1608791865.59/0/spring-security-web-5-4-2-sources-
  jar/org/springframework/security/web/authentication/DelegatingAuthenticationEntryPoint.java
* /opt/cola/permits/1119226318_1608791865.59/0/spring-security-web-5-4-2-sources-
  jar/org/springframework/security/web/util/matcher/ELRequestMatcher.java
* /opt/cola/permits/1119226318_1608791865.59/0/spring-security-web-5-4-2-sources-
  jar/org/springframework/security/web/util/matcher/RequestMatcherEditor.java

1.196 springfox-swagger-ui 2.8.0

1.197 attr 2.4.46-13.el7_9.0atomix1
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1.199 libxt 1.1.5 3.el7

1.200 skia 74

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-- activemq-web

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--activemq-web-console

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the Library into a program that is not a library.

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

5. A program that contains no derivative of any portion of the
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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.)

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1.210 spring-bridge 2.6.1
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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:
It contains the certificates in PEM format and therefore
can be directly used with curl / libcurl / php_curl, or with
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1.212 plexus-interpolation 1.11

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

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

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

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

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

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

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

a) Accompany the work with the complete corresponding
machine-readable source code for the Library including whatever
changes were used in the work (which must be distributed under
Sections 1 and 2 above); and, if the work is an executable linked
with the Library, with the complete machine-readable "work that
uses the Library", as object code and/or source code, so that the
user can modify the Library and then relink to produce a modified
executable containing the modified Library. (It is understood
that the user who changes the contents of definitions files in the
Library will not necessarily be able to recompile the application
to use the modified definitions.)
b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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

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

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

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

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

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Appendix: How to Apply These Terms to Your New Libraries

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

6. As an exception to the Sections above, you may also 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
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For an executable, the required form of the "work that uses the
Library" must include any data and utility programs needed for
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* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/support/annotation/AnnotationMatchingPointcut.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/support/ClassFilters.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/support/Pointcuts.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/aspectj/AspectJMethodBeforeAdvice.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/aspectj/AspectJAfterThrowingAdvice.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/aspectj/annotation/AspectJAdvisorFactory.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/aspectj/AspectJAfterAdvice.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/framework/DefaultAopProxyFactory.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/framework/ProxyMethodInvocation.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/TargetClassAware.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/aspectj/SingletonAspectInstanceFactory.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/aspectj/PrototypeAspectInstanceFactory.java

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*/opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-jar/org/springframework/aop/aspectj/InstantiationModelAwarePointcutAdvisor.java
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*/opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-jar/org/springframework/aop/framework/DefaultAdvisorChainFactory.java
*/opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-jar/org/springframework/aop/framework/Advised.java
*/opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-jar/org/springframework/aop/aspectj/autoproxy/AspectJPrecedenceComparator.java
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  jar/org/springframework/aop/config/AspectEntry.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-
  jar/org/springframework/aop/AfterAdvice.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-
  jar/org/springframework/aop/BeforeAdvice.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-
  jar/org/springframework/aop/IntroducionInterceptor.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-
  jar/org/springframework/aop/framework/AdvisedSupportListener.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-
  jar/org/springframework/aop/framework/AopInfrastructureBean.java

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* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-jar/org/aopalliance/intercept/MethodInvocation.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-jar/org/aopalliance/intercept/ConstructorInterceptor.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-jar/org/springframework/aop/aspectj/annotation/SimpleMetadataAwareAspectInstanceFactory.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-jar/org/springframework/aop/config/AspectJAutoProxyBeanDefinitionParser.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-jar/org/springframework/aop/aspectj/annotation/MetadataAwareAspectInstanceFactory.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-jar/org/springframework/aop/framework/ProxyFactory.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-jar/org/springframework/aop/framework/autoproxy/TargetSourceCreator.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-jar/org/springframework/aop/aspectj/AspectJAfterReturningAdvice.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-jar/org/aopalliance/intercept/Invocation.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1-jar/org/aopalliance/aop/Advice.java

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* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/interceptor/ExposeInvocationInterceptor.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/interceptor/CustomizableTraceInterceptor.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/framework/AopContext.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/framework/ProxyFactoryBean.java
* /opt/ws_local/PERMITS_SQL/1068412600_1594398559.49/0/spring-aop-5-2-5-release-sources-1.jar/org/springframework/aop/aspectj/annotation/ReflectiveAspectJAdvisorFactory.java

1.231 util-linux 2.34 0.1ubuntu9.1

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1.239 maven-settings 2.0.9

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1.240 doxia-decoration-model 1.0

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1.248 textfsm 0.4.1

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1.249 python-setuptools 41.0.1

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1.250 mergo 0.3.11

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import: ../../../../fossene/db/schema/thing.yml
fields:
  site: string
  author: root

1.251 jackson-dataformat-smile 2.8.6

1.252 jul-to-slf4j 1.7.29
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* /opt/cola/permits/1178652684_1625715485.72/0/opencsv-5-4-jar/opencsv_de.properties
* /opt/cola/permits/1178652684_1625715485.72/0/opencsv-5-4-jar/opencsv.properties

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Manifest-Version: 1.0
Bundle-Description: A simple library for reading and writing CSV in Java
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-SymbolicName: com.opencsv
Bnd-LastModified: 1615752750001
Bundle-ManifestVersion: 2
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.8))"
Tool: Bnd-5.1.1.202006162103
1.254 springfox-spring-web 2.8.0

1.255 libsepol 2.5 10.el7

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1.263 plexus-utils 1.0.4

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/**
 * Any exception thrown by a MessageBodyWriter chain that is not an instance of a WriterException is caught
 * internally
 * by the Resteasy runtime and wrapped with an instance of WriterException.
 * 
 * If you want to have special exception handling for exceptions thrown by MessageBodyWriters and their
 * interceptors, then write an exception
 * mapper for WriterException.
 * 
 * Also, you may extend this class and throw instances of it from your MessageBodyWriters (and interceptors)
 * 
 * @author <a href="mailto:bill@burkecentral.com">Bill Burke</a>
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/**
 * Any exception thrown by a MessageBodyReader chain that is not an instance of a ReaderException is caught
 * internally
 * by the Resteasy runtime and wrapped with an instance of ReaderException.
 * 
 * If you want to have special exception handling for exceptions thrown by MessageBodyReaders, then write an
 * exception
 * mapper for ReaderException.
 * 
 * Also, you may extend this class and throw instances of it from your MessageBodyReaders (and interceptors)
 * 
 * @author <a href="mailto:bill@burkecentral.com">Bill Burke</a>
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/**
 * Encodes and decodes to and from Base64 notation.
 * Example:
 * 
 * <code>String encoded = Base64.encode( myByteArray );</code>
 * <br>
 * <code>byte[] myByteArray = Base64.decode( encoded );</code>
 * 
 * The <code>options</code> parameter, which appears in a few places, is used to pass
 * several pieces of information to the encoder. In the "higher level" methods such as
 * encodeBytes( bytes, options ) the options parameter can be used to indicate such
 * things as first gzipping the bytes before encoding them, not inserting linefeeds,
 * and encoding using the URL-safe and Ordered dialects.
 *  
 * Note, according to <a href="http://www.faqs.org/rfcs/rfc3548.html">RFC3548</a>,
 * Section 2.1, implementations should not add line feeds unless explicitly told
 * to do so. I've got Base64 set to this behavior now, although earlier versions
 * broke lines by default.
 *  
 * The constants defined in Base64 can be OR-ed together to combine options, so you
 * might make a call like this:
 *  
 * <code>String encoded = Base64.encodeBytes( mybytes, Base64.GZIP | Base64.DO_BREAK_LINES );</code>
 *  
 * Also...
 *  
 * Change Log:
 *  
 * v2.3.7 - Fixed subtle bug when base 64 input stream contained the
 * value 01111111, which is an invalid base 64 character but should not
 * throw an ArrayIndexOutOfBoundsException either. Led to discovery of
 * mishandling (or potential for better handling) of other bad input
 * characters. You should now get an IOException if you try decoding
 * something that has bad characters in it.
 * v2.3.6 - Fixed bug when breaking lines and the final byte of the encoded
 * string ended in the last column; the buffer was not properly shrunk and
 * contained an extra (null) byte that made it into the string.
 * v2.3.5 - Fixed bug in [ @link #encodeFromFile ] where estimated buffer size
 * was wrong for files of size 31, 34, and 37 bytes.
 * v2.3.4 - Fixed bug when working with gzipped streams whereby flushing
* the Base64.OutputStream closed the Base64 encoding (by padding with equals
* signs) too soon. Also added an option to suppress the automatic decoding
* of gzipped streams. Also added experimental support for specifying a
* class loader when using the
* [ @link #decodeToObject(java.lang.String, int, java.lang.ClassLoader) ]
* method. </li>
* <li>v2.3.3 - Changed default char encoding to US-ASCII which reduces the internal Java
* footprint with its CharEncoders and so forth. Fixed some javadocs that were
* inconsistent. Removed imports and specified things like java.io.IOException
* explicitly inline. </li>
* <li>v2.3.2 - Reduced memory footprint! Finally refined the "guessing" of how big the
* final encoded data will be so that the code doesn't have to create two output
* arrays: an oversized initial one and then a final, exact-sized one. Big win
* when using the [ @link #encodeBytesToBytes(byte[]) ] family of methods (and not
* using the gzip options which uses a different mechanism with streams and stuff). </li>
* <li>v2.3.1 - Added [ @link #encodeBytesToBytes(byte[], int, int, int) ] and some
* similar helper methods to be more efficient with memory by not returning a
* String but just a byte array. </li>
* <li>v2.3 - <strong>This is not a drop-in replacement!</strong> This is two years of comments
* and bug fixes queued up and finally executed. Thanks to everyone who sent
* me stuff, and I'm sorry I wasn't able to distribute your fixes to everyone else.
* Much bad coding was cleaned up including throwing exceptions where necessary
* instead of returning null values or something similar. Here are some changes
* that may affect you:
* <ul>
* <li><em>Does not break lines, by default.</em> This is to keep in compliance with
* <li><em>Throws exceptions instead of returning null values.</em> Because some operations
* (especially those that may permit the GZIP option) use IO streams, there
* is a possibility of an java.io.IOException being thrown. After some discussion and
* thought, I've changed the behavior of the methods to throw java.io.IOExceptiones
* rather than return null if ever there's an error. I think this is more
* appropriate, though it will require some changes to your code. Sorry,
* it should have been done this way to begin with. </li>
* <li><em>Removed all references to System.out, System.err, and the like.</em> </li>
* Shame on me. All I can say is sorry they were ever there. </li>
* <li><em>Throws NullPointerExceptions and IllegalArgumentExceptions</em> as needed
* such as when passed arrays are null or offsets are invalid. </li>
* <li>Cleaned up as much javadoc as I could to avoid any javadoc warnings.
* This was especially annoying before for people who were thorough in their
* own projects and then had gobs of javadoc warnings on this file. </li>
* </ul>
* <li>v2.2.1 - Fixed bug using URL_SAFE and ORDERED encodings. Fixed bug
* when using very small files (~<&lt;40 bytes). </li>
* <li>v2.2 - Added some helper methods for encoding/decoding directly from
* one file to the next. Also added a main() method to support command line
* encoding/decoding from one file to the next. Also added these Base64 dialects:
* <ol>
* The default is RFC3548 format.
* Calling Base64.setFormat(Base64.BASE64_FORMAT.URLSAFE_FORMAT) generates URL and file name friendly format as described in Section 4 of RFC3548.
* http://www.faqs.org/rfcs/rfc3548.html
* Calling Base64.setFormat(Base64.BASE64_FORMAT.ORDERED_FORMAT) generates URL and file name friendly format that preserves lexical ordering as described in http://www.faqs.org/qa/rfcc-1940.html
* Special thanks to Jim Kellerman at http://www.powerset.com/ for contributing the new Base64 dialects.
* v2.1 - Cleaned up javadoc comments and unused variables and methods. Added some convenience methods for reading and writing to and from files.
* v2.0.2 - Now specifies UTF-8 encoding in places where the code fails on systems with other encodings (like EBCDIC).
* v2.0.1 - Fixed an error when decoding a single byte, that is, when the encoded data was a single byte.
* v2.0 - I got rid of methods that used booleans to set options. Now everything is more consolidated and cleaner. The code now detects when data that's being decoded is gzip-compressed and will decompress it automatically. Generally things are cleaner. You'll probably have to change some method calls that you were making to support the new options format (int s that you "OR" together).
* v1.5.1 - Fixed bug when decompressing and decoding to a byte[] using decode(String s, boolean gzipCompressed).
* Added the ability to "suspend" encoding in the Output Stream so you can turn on and off the encoding if you need to embed base64 data in an otherwise "normal" stream (like an XML file).
* v1.5 - Output stream passes on flush() command but doesn't do anything itself. This helps when using GZIP streams.
* v1.4 - Added helper methods to read/write files.
* v1.3.6 - Fixed OutputStream.flush() so that 'position' is reset.
* v1.3.5 - Added flag to turn on and off line breaks. Fixed bug in input stream where last buffer being read, if not completely full, was not returned.
* v1.3.4 - Fixed when "improperly padded stream" error was thrown at the wrong time.
* v1.3.3 - Fixed I/O streams which were totally messed up.
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JUnit test library (junit-4.*.jar) & JaCoCo (*jacoco*)

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Hamcrest library (hamcrest-*.jar) & CuvesAPI / Curve API

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SLF4J library (slf4j-api-*.jar)

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inbot-utils (https://github.com/Inbot/inbot-utils)

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1.268 jetty-security 9.4.11.v20180605

1.269 systemd 245.4-4ubuntu3.3

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1.271 jakarta-ws-rs-api 2.1.6

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If you've contributed to gas and your name isn't listed here, it is
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nickc@redhat.com and I'll correct the situation.

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the documentation, and info on specific files will go into an AUTHORS
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++++++++++++++++

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

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

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

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

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

The Intel 80386 machine description was written by Eliot Dresselhaus.

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

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

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

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

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

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

David Edelsohn contributed fixes for the PowerPC and AIX support.

Steve Chamberlain made gas able to generate listings.

Support for the HP9000/300 was contributed by Glenn Engel of HP.
Support for ELF format files has been worked on by Mark Eichin of Cygnus Solutions (original, incomplete implementation), Pete Hoogenboom at the University of Utah (HPPA mainly), Michael Meissner of the Open Software Foundation (i386 mainly), and Ken Raeburn of Cygnus Solutions (sparc, initial 64-bit support).

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

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

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

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

Steve Haworth contributed the support for the Texas Instruction c30 (tms320c30).

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

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

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

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1.289 netty-transport-native-kqueue

4.1.34.Final

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*/opt/cola/permits/1136489739_1613774324.47/0/commons-digester-1-6-sources-1-
jar/org/apache/commons/digester/xmlrules/CircularIncludeException.java
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jar/org/apache/commons/digester/plugins/PluginDeclarationRule.java
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  jar/org/apache/commons/digester/plugins/PluginAssertionFailure.java
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  jar/org/apache/commons/digester/ExtendedBaseRules.java
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  jar/org/apache/commons/digester/BeanPropertySetterRule.java
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  jar/org/apache/commons/digester/plugins/strategies/LoaderFromStream.java
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include/GL/glxext.h
include/GL/wglxext.h :

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* /opt/ws_local/PERMITS_SQL/1068412384_1594388478.68/0/spring-orm-5-2-5-release-sources-
jar/org/springframework/orm/jpa/persistenceunit/PersistenceUnitPostProcessor.jsa
* /opt/ws_local/PERMITS_SQL/1068412384_1594388478.68/0/spring-orm-5-2-5-release-sources-
jar/org/springframework/orm/jpa/JpaOptimisticLockingFailureException.java
* /opt/ws_local/PERMITS_SQL/1068412384_1594388478.68/0/spring-orm-5-2-5-release-sources-
jar/org/springframework/orm/jpa/EntityManagerProxy.jsa
* /opt/ws_local/PERMITS_SQL/1068412384_1594388478.68/0/spring-orm-5-2-5-release-sources-
jar/org/springframework/orm/jpa/JpaObjectRetrievalFailureException.java
* /opt/ws_local/PERMITS_SQL/1068412384_1594388478.68/0/spring-orm-5-2-5-release-sources-
jar/org/springframework/orm/jpa/EntityManagerFactoryInfo.jsa
* /opt/ws_local/PERMITS_SQL/1068412384_1594388478.68/0/spring-orm-5-2-5-release-sources-
jar/org/springframework/orm/jpa/persistenceunit/PersistenceUnitManager.jsa
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*/
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* Create a transactional EntityManager proxy for the given EntityManagerFactory.
* @param emf the EntityManagerFactory to obtain EntityManager from as needed
* @param properties the properties to be passed into the
*    [@code createEntityManager] call (may be [@code null])
* @param entityManagerInterfaces the interfaces to be implemented by the
*    EntityManager. Allows the addition or specification of proprietary interfaces.
* @return a shareable transactional EntityManager proxy
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068412384_1594388478.68/0/spring-orm-5-2-5-release-sources-
   jar/org/springframework/orm/jpa/SharedEntityManagerCreator.java

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1.313 cglib 3.3.0

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1.314 swagger-annotations 1.5.14

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package io.swagger.annotations;

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import java.lang.annotation.Retention;
import java.lang.annotation.RetentionPolicy;
import java.lang.annotation.Target;

/**
 * License metadata available within the info section of a Swagger definition, see
 * https://github.com/OAI/OpenAPI-Specification/blob/master/versions/2.0.md#licenseObject
 * <p>
 * @since 1.5.0
 */

@Target(ElementType.ANNOTATION_TYPE)
@Retention(RetentionPolicy.RUNTIME)
public @interface License {

/**
 * The name of the license.
 * <p>
 * @return the name of the license
 */

String name();
```
/**
 * An optional URL for the license.
 * @return an optional URL for the license.
 */
String url() default "";

1.315 google-http-client 1.22.0

1.316 hibernatejpa2.0api 1.0.1.Final

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* /opt/cola/permits/1150250798_1627682060.8/0/spring-oxm-5-2-5-release-sources-1-
jar/org/springframework/oxm/jaxb/ClassPathJaxb2TypeScanner.java
* /opt/cola/permits/1150250798_1627682060.8/0/spring-oxm-5-2-5-release-sources-1-
jar/org/springframework/oxm/support/MarshallingSource.java
* /opt/cola/permits/1150250798_1627682060.8/0/spring-oxm-5-2-5-release-sources-1-
jar/org/springframework/oxm/xstream/XStreamMarshaller.java
* /opt/cola/permits/1150250798_1627682060.8/0/spring-oxm-5-2-5-release-sources-1-
jar/org/springframework/oxm/xstream/CatchAllConverter.java

1.320 thymeleaf-extras-java8time
3.0.4.RELEASE
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* /opt/cola/permits/1177956820_1625584623.99/0/netty-buffer-4-1-48-final-sources-3-
jar/io/netty/buffer/SimpleLeakAwareCompositeByteBuf.java
* /opt/cola/permits/1177956820_1625584623.99/0/netty-buffer-4-1-48-final-sources-3-
jar/io/netty/buffer/AbstractPooledDerivedByteBuf.java
* /opt/cola/permits/1177956820_1625584623.99/0/netty-buffer-4-1-48-final-sources-3-
jar/io/netty/buffer/WrappedUnpooledUnsafeDirectByteBuf.java
* /opt/cola/permits/1177956820_1625584623.99/0/netty-buffer-4-1-48-final-sources-3-
jar/io/netty/buffer/WrappedCompositeByteBuf.java
* /opt/cola/permits/1177956820_1625584623.99/0/netty-buffer-4-1-48-final-sources-3-
jar/io/netty/buffer/AbstractUnpooledSlicedByteBuf.java
* /opt/cola/permits/1177956820_1625584623.99/0/netty-buffer-4-1-48-final-sources-3-
jar/io/netty/buffer/PooledSlicedByteBuf.java
* /opt/cola/permits/1177956820_1625584623.99/0/netty-buffer-4-1-48-final-sources-3-
jar/io/netty/buffer/PooledDuplicatedByteBuf.java
* /opt/cola/permits/1177956820_1625584623.99/0/netty-buffer-4-1-48-final-sources-3-
jar/io/netty/buffer/AdvancedLeakAwareCompositeByteBuf.java
* /opt/cola/permits/1177956820_1625584623.99/0/netty-buffer-4-1-48-final-sources-3-
jar/io/netty/buffer/UnpooledUnsafeNoCleanerDirectByteBuf.java

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  jar/io/netty/buffer/ByteBufAllocatorMetric.java
* /opt/cola/permits/1177956820_1625584623.99/0/netty-buffer-4-1-48-final-sources-3-
  jar/io/netty/buffer/PooledByteBufAllocatorMetric.java
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* /opt/cola/permits/1177956820_1625584623.99/0/netty-buffer-4-1-48-final-sources-3-
  jar/io/netty/buffer/UnpooledUnsafeDirectByteBuf.java
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  jar/io/netty/buffer/UnsafeDirectSwappedByteBuf.java
* /opt/cola/permits/1177956820_1625584623.99/0/netty-buffer-4-1-48-final-sources-3-
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1.330 idna 2.8
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* /opt/cola/permits/1110810307_1606855956.29/0/kjd-idna-v2-8-0-g1cdf175-1-tar-gz/kjd-idna-375dc46/LICENSE.rst

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===

A library to support the Internationalised Domain Names in Applications (IDNA) protocol as specified in RFC 5890 et.al. This new methodology, known as IDNA 2008, can generate materially different results to the previous standard. The library can act as a drop-in replacement for the "encodings.idna" module.

===

```python
import io, sys
from setuptools import setup

def main():

    python_version = sys.version_info[:2]
    if python_version < (2,7):
        raise SystemExit("Sorry, Python 2.7 or newer required")

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

    arguments = {
        'name': 'idna',
        'packages': ['idna'],
        'version': package_data['__version__'],
        'description': 'Internationalized Domain Names in Applications (IDNA),
        'long_description': io.open("README.rst", encoding="UTF-8").read(),
        'author': 'Kim Davies',
        'author_email': 'kim@cynosure.com.au',
        'license': 'BSD-like',
        'url': 'https://github.com/kjd/idna',
        'classifiers': [
            'Development Status :: 5 - Production/Stable',
            'Intended Audience :: Developers',
            'Intended Audience :: System Administrators',
            'License :: OSI Approved :: BSD License',
            'Operating System :: OS Independent',
            'Programming Language :: Python',
            'Programming Language :: Python :: 2',
            'Programming Language :: Python :: 2.7',
            'Programming Language :: Python :: 3',
        ],
    }

    setup(**arguments)
```
if __name__ == '__main__':
    main()

Found in path(s):
* /opt/cola/permits/1110810307_1606855956.29/0/kjd-idna-v2-8-0-g1cdf175-1-tar-gz/kjd-idna-375dc46/setup.py

1.331 **httpcomponents-core 4.4.6**

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* /opt/ws_local/PERMITS_SQL/1031219598_1591845783.39/0/xmlunit-1-6-sources-1-jar/org/custommonkey/xmlunit/XpathNodeTracker.java
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jar/org/custommonkey/xmlunit/DetailedDiff.java
*/opt/ws_local/PERMITS_SQL/1031219598_1591845783.39/0/xmlunit-1-6-sources-1-
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jar/org/custommonkey/xmlunit/NodeDetail.java
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jar/org/custommonkey/xmlunit/SimpleNamespaceContext.java
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```

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SNMP MIB parser
----------------
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PySMI is a pure-Python implementation of
[SNMP SMI](https://en.wikipedia.org/wiki/Management_information_base) MIB parser.
This tool is designed to turn ASN.1 MIBs into various formats. As of this moment, JSON and [pysnmp](https://github.com/etingof/pysnmp) modules can be generated from ASN.1 MIBs.

Features
--------
* Understands SMIv1, SMIv2 and de-facto SMI dialects
* Turns MIBs into pysnmp classes and JSON documents
* Maintains an index of MIB objects over many MIB modules
* Automatically pulls ASN.1 MIBs from local directories, ZIP archives, HTTP and FTP servers
* 100% Python, works with Python 2.4 up to Python 3.6

Rendered PySMI documentation can be found at [pysmi site](http://pysmi.sf.net).

How to use PySMI
----------------
If you are using pysnmp, you might never notice pysmi presence - pysnmp calls pysmi for MIB download and compilation behind the scenes (you can still can do that manually by invoking *mibdump.py* tool).

To turn ASN.1 MIB into a JSON document, call *mibdump.py* tool like this:

```bash
$ mibdump.py --generate-mib-texts --destination-format json IF-MIB
```

Source MIB repositories: file:///usr/share/snmp/mibs, http://mibs.snmplabs.com/asn1/@mib@

Borrow missing/failed MIBs from: http://mibs.snmplabs.com/json/fulltexts/@mib@

Existing/compiled MIB locations:

Compiled MIBs destination directory: .

MIBs excluded from code generation: RFC-1212, RFC-1215, RFC1065-SMI, RFC1155-SMI, RFC1158-MIB, RFC1213-MIB, SNMPv2-CONF, SNMPv2-SMI, SNMPv2-TC, SNMPv2-TM

MIBs to compile: IF-MIB

Destination format: json

Parser grammar cache directory: not used

Also compile all relevant MIBs: yes

Rebuild MIBs regardless of age: yes

Do not create/update MIBs: no

Byte-compile Python modules: no (optimization level no)

Ignore compilation errors: no

Generate OID->MIB index: no

Generate texts in MIBs: yes

Keep original texts layout: no

Try various filenames while searching for MIB module: yes

Created/updated MIBs: IANAifType-MIB, IF-MIB, SNMPv2-MIB

Pre-compiled MIBs borrowed:

Up to date MIBs: SNMPv2-CONF, SNMPv2-SMI, SNMPv2-TC

Missing source MIBs:

Ignored MIBs:

Failed MIBs:

```
```

JSON document build from

[IF-MIB module](http://mibs.snmplabs.com/asn1/IF-MIB)

would hold information such as:

```
```
In general, converted MIBs capture all aspects of original (ASN.1) MIB contents and layout. The snippet above is just a partial example, but here is the complete [IF-MIB.json](http://mibs.snmplabs.com/json/fulltexts/IF-MIB.json) file.

Besides one-to-one MIB conversion, PySMI library can produce JSON index to facilitate fast MIB information lookup across large collection of MIB files. For example, JSON index for

[IP-MIB.json](http://mibs.snmplabs.com/json/asn1/IP-MIB),
[TCP-MIB.json](http://mibs.snmplabs.com/json/asn1/TCP-MIB) and
modules would keep information like this:

```json
{
  "compliance": {
    "1.3.6.1.2.1.48.2.1.1": [ "IP-MIB" ],
    "1.3.6.1.2.1.49.2.1.1": [ "TCP-MIB" ],
    "1.3.6.1.2.1.50.2.1.1": [ "UDP-MIB" ]
  },
  "identity": {
    "1.3.6.1.2.1.48": [ "IP-MIB" ],
    "1.3.6.1.2.1.49": [ "TCP-MIB" ],
    "1.3.6.1.2.1.50": [ "UDP-MIB" ]
  },
  "oids": {
    "1.3.6.1.2.1.4": [ "IP-MIB" ],
    "1.3.6.1.2.1.5": [ "IP-MIB" ],
    "1.3.6.1.2.1.6": [ "TCP-MIB" ],
    "1.3.6.1.2.1.7": [ "UDP-MIB" ],
    "1.3.6.1.2.1.49": [ "TCP-MIB" ],
    "1.3.6.1.2.1.50": [ "UDP-MIB" ]
  }
}
```
With this example, *compliance* and *identity* keys point to
*MODULE-COMPLIANCE* and *MODULE-IDENTITY* MIB objects, *oids*
list top-level OIDs branches defined in MIB modules. Full index
build over thousands of MIBs could be seen
[here](http://mibs.snmplabs.com/json/index.json).

The PySMI library can automatically fetch required MIBs from HTTP, FTP sites
or local directories. You could configure any MIB source available to you (including

How to get PySMI
----------------

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BSD [license](http://pyasn1.sourceforge.net/license.html). Source code is freely
available as a GitHub [repo](https://github.com/etingof/pysmi).

You could `pip install pysmi` or download it from [PyPI](https://pypi.python.org/pypi/pysmi).

If something does not work as expected,
[open an issue](https://github.com/etingof/pysmi/issues) at GitHub or
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SNMP SMI compiler
=================

The PySMI library and tools are designed to parse, verify and transform
`SNMP SMI <https://en.wikipedia.org/wiki/Management_information_base>`_ MIB
modules from their original ASN.1 form into JSON or `pysnmp <http://snmplabs.com/pysnmp/>`
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Documentation
-------------

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modules from their original ASN.1 form into JSON or `pysnmp <http://snmplabs.com/pysnmp/>`
representation.
Source code & Changelog
-----------------------

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Everyone is welcome to fork and contribute back!

We maintain the detailed :doc:`log of changes </changelog>` to our software.

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The *mibdump.py* tool as well as many other utilities based on PySMI are programmed to use this MIB repository for automatic download and
dependency resolution.

You can always reconfigure PySMI to use some other remote MIB repository instead or in addition to this one.

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2.10.3

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  jar/io/netty/handler/codec/compression/LzmaFrameEncoder.java
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  jar/io/netty/handler/codec/compression/LzfDecoder.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-
  jar/io/netty/handler/codec/compression/FastLzFrameEncoder.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-
  jar/io/netty/handler/codec/compression/Bzip2BlockCompressor.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-
  jar/io/netty/handler/codec/compression/Bzip2Decoder.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-
  jar/io/netty/handler/codec/compression/Lz4FrameDecoder.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-
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* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-jar/io/netty/handler/codec/CharSequenceValueConverter.java
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*/

/*
 * Utility class for {@link ByteBuf} that encodes and decodes to and from
 * <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
 * <p>
 * The encoding and decoding algorithm in this class has been derived from
 * <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain</a>
 * Base64 Encoder/Decoder</a>.
 */

Found in path(s):
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-
  jar/io/netty/handler/codec/base64/Base64.java

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Found in path(s):
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-jar/io/netty/handler/codec/ProtocolDetectionResult.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufDecoder.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java

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 */

/*
 * Written by Robert Harder and released to the public domain, as explained at
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 */

/**
 * Enumeration of supported Base64 dialects.
 *
 * The internal lookup tables in this class has been derived from
 * a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
 * Base64 Encoder/Decoder</a>.
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* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-jar/io/netty/handler/codec/LineBasedFrameDecoder.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-jar/io/netty/handler/codec/compression/ThreadLocalMarshallerProvider.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-jar/io/netty/handler/codec/marshalling/MarshallingMapper.java
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* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-
  jar/io/netty/handler/codec/DefaultHeaders.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-
  jar/io/netty/handler/codec/Headers.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-
  jar/io/netty/handler/codec/EmptyHeaders.java
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 */
/**
 * A decoder that splits the received {@link ByteBuf}s dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 * <p>
 * [@link LengthFieldBasedFrameDecoder] has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
 * you the basic idea on which option does what.
 * 
 * <h3>2 bytes length field at offset 0, do not strip header</h3>
 * 
 * The value of the length field in this example is <tt>12 (0x0C)</tt> which
 * represents the length of "HELLO, WORLD". By default, the decoder assumes
 * that the length field represents the number of the bytes that follows the
 * length field. Therefore, it can be decoded with the simplistic parameter
 * combination.
* \texttt{lengthFieldOffset} = 0
* \texttt{lengthFieldLength} = 2
* \texttt{lengthAdjustment} = 0
* \texttt{initialBytesToStrip} = 0 (= do not strip header)
*
* BEFORE DECODE (14 bytes) \hspace{1cm} AFTER DECODE (14 bytes)
* \hspace{1cm} \hspace{1cm}
* | Length | Actual Content | -----> | Length | Actual Content |
* | 0x000C | "HELLO, WORLD" | \hspace{1cm} | 0x000C | "HELLO, WORLD" |
* \hspace{1cm} \hspace{1cm}
* </pre>
*
* <h3>2 bytes length field at offset 0, strip header</h3>
*
* Because we can get the length of the content by calling
* \{[@link ByteBuf#readableBytes()], you might want to strip the length
* field by specifying \texttt{initialBytesToStrip}. In this example, we
* specified \texttt{2}, that is same with the length of the length field, to
* strip the first two bytes.
* * \texttt{lengthFieldOffset} = 0
* * \texttt{lengthFieldLength} = 2
* * \texttt{lengthAdjustment} = 0
* * \texttt{initialBytesToStrip} = 2 (= the length of the Length field)
* *
* BEFORE DECODE (14 bytes) \hspace{1cm} AFTER DECODE (12 bytes)
* \hspace{1cm} \hspace{1cm}
* | Length | Actual Content | -----> | Actual Content |
* | 0x000C | "HELLO, WORLD" | \hspace{1cm} | "HELLO, WORLD" |
* \hspace{1cm} \hspace{1cm}
* </pre>
*
* <h3>2 bytes length field at offset 0, do not strip header, the length field
* represents the length of the whole message</h3>
*
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples. However, in some protocols, the
* length field represents the length of the whole message, including the
* message header. In such a case, we specify a non-zero
* \texttt{lengthAdjustment}. Because the length value in this example message
* is always greater than the body length by \texttt{2}, we specify \texttt{-2} for
* compensation.
* * \texttt{lengthFieldOffset} = 0
* * \texttt{lengthFieldLength} = 2
* * \texttt{lengthAdjustment} = -2 (= the length of the Length field)
* * \texttt{initialBytesToStrip} = 0

* BEFORE DECODE (14 bytes)          AFTER DECODE (14 bytes)
* +----------------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +----------------+----------------+
* </pre>
*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*
* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* lengthFieldOffset   = <b>2</b> (= the length of Header 1)
* lengthFieldLength   = <b>3</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* |  0xCAFE  | 0x00000C | "HELLO, WORLD" |      |  0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 3
* lengthAdjustment    = 2 (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes)                      AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
* | 0x00000C |  0xCAFE  | "HELLO, WORLD" |      | 0x00000C |  0xCAFE  | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header,
* strip the first header field and the length field</h3>
This is a combination of all the examples above. There are the prepended header before the length field and the extra header after the length field.

The prepended header affects the `lengthFieldOffset` and the extra header affects the `lengthAdjustment`. We also specified a non-zero `initialBytesToStrip` to strip the length field and the prepended header from the frame. If you don’t want to strip the prepended header, you could specify `<tt>0</tt>` for `<tt>initialBytesToSkip</tt>`.

```plaintext
lengthFieldOffset   = 1 (= the length of HDR1)
lengthFieldLength   = 2
lengthAdjustment    = 1 (= the length of HDR2)
initialBytesToStrip = 3 (= the length of HDR1 + LEN)
```

BEFORE DECODE (16 bytes)                         AFTER DECODE (13 bytes)
+-------------------+-------------------+
| HDR1 | Length | HDR2 | Actual Content |
| 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |
+-------------------+-------------------+

Let’s give another twist to the previous example. The only difference from the previous example is that the length field represents the length of the whole message instead of the message body, just like the third example.

We have to count the length of HDR1 and Length into `lengthAdjustment`. Please note that we don’t need to take the length of HDR2 into account because the length field already includes the whole header length.

```plaintext
lengthFieldOffset   = 1
lengthFieldLength   = 2
lengthAdjustment    = -3 (= the length of HDR1 + LEN, negative)
initialBytesToStrip = 3
```

BEFORE DECODE (16 bytes)                         AFTER DECODE (13 bytes)
+-------------------+-------------------+
| HDR1 | Length | HDR2 | Actual Content |
| 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |
+-------------------+-------------------+

@see LengthFieldPrepender
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* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-
  jar/io/netty/handler/codec/compression/Crc32c.java
* /opt/cola/permits/1110674855_1606844016.39/0/netty-codec-4-1-34-final-sources-1-
  jar/io/netty/handler/codec/xml/XmlFrameDecoder.java
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package simulator
import (
    "github.com/vmware/govmomi/vim25/methods"
    "github.com/vmware/govmomi/vim25/mo"
    "github.com/vmware/govmomi/vim25/soap"
    "github.com/vmware/govmomi/vim25/types"
)

// EvalLicense is the default license
var EvalLicense = types.LicenseManagerLicenseInfo{
    LicenseKey: "00000-00000-00000-00000-00000",
    EditionKey: "eval",
    Name: "Evaluation Mode",
    Properties: []types.KeyAnyValue{
        {Key: "feature",
         Value: types.KeyValue{
             Key: "serialuri:2",
             Value: "Remote virtual Serial Port Concentrator",
         },
         Value: "vSphere Distributed Switch",
        },
    },
}

type LicenseManager struct {
    mo.LicenseManager
}

func (m *LicenseManager) init(r *Registry) {
    m.Licenses = []types.LicenseManagerLicenseInfo{EvalLicense}
}

if r.IsVPX() {
    am := Map.Put(&LicenseAssignmentManager{}).Reference()
    m.LicenseAssignmentManager = &am
}

func (m *LicenseManager) AddLicense(req *types.AddLicense) soap.HasFault {
    body := &methods.AddLicenseBody{
        Res: &types.AddLicenseResponse{},
    }
for _, license := range m.Licenses {
    if license.LicenseKey == req.LicenseKey {
        body.Res.Returnval = licenseInfo(license.LicenseKey, license.Labels)
        return body
    }
}

m.Licenses = append(m.Licenses, types.LicenseManagerLicenseInfo{
    LicenseKey: req.LicenseKey,
    Labels:     req.Labels,
})

body.Res.Returnval = licenseInfo(req.LicenseKey, req.Labels)

return body

func (m *LicenseManager) RemoveLicense(req *types.RemoveLicense) soap.HasFault {
    body := &methods.RemoveLicenseBody{
        Res: &types.RemoveLicenseResponse{},
    }

    for i, license := range m.Licenses {
        if req.LicenseKey == license.LicenseKey {
            m.Licenses = append(m.Licenses[:i], m.Licenses[i+1:...])
            return body
        }
    }

    return body
}

func (m *LicenseManager) UpdateLicenseLabel(req *types.UpdateLicenseLabel) soap.HasFault {
    body := &methods.UpdateLicenseLabelBody{

    for i := range m.Licenses {
        license := &m.Licenses[i]

        if req.LicenseKey != license.LicenseKey {
            continue
        }

        body.Res = new(types.UpdateLicenseLabelResponse)

        for j := range license.Labels {
            label := &license.Labels[j]

            if label.Key == req.LabelKey {

            }
if req.LabelValue == "" {
    license.Labels = append(license.Labels[:i], license.Labels[i+1:]...)
} else {
    label.Value = req.LabelValue
}
return body
}

license.Labels = append(license.Labels, types.KeyValue{
    Key:   req.LabelKey,
    Value: req.LabelValue,
})

return body
}

body.Fault_ = Fault("", &types.InvalidArgument{InvalidProperty: "licenseKey"})
return body
}

type LicenseAssignmentManager struct {
    mo.LicenseAssignmentManager
}

func (m *LicenseAssignmentManager) QueryAssignedLicenses(req *types.QueryAssignedLicenses) soap.HasFault {
    body := &methods.QueryAssignedLicensesBody{
        Res: &types.QueryAssignedLicensesResponse{},
    }

    // EntityId can be a HostSystem or the vCenter InstanceUuid
    if req.EntityId != "" {
        if req.EntityId != Map.content().About.InstanceUuid {
            id := types.ManagedObjectReference{
                Type:  "HostSystem",
                Value: req.EntityId,
            }

            if Map.Get(id) == nil {
                return body
            }
        }
    }

    body.Res.Returnval = []types.LicenseAssignmentManagerLicenseAssignment{
        {EntityId: req.EntityId,}
func licenseInfo(key string, labels []types.KeyValue) types.LicenseManagerLicenseInfo {
    info := EvalLicense

    info.LicenseKey = key
    info.Labels = labels

    return info
}

package license

import (
    "context"
    "flag"
    "github.com/vmware/govmomi/govc/cli"
    "github.com/vmware/govmomi/govc/flags"
    "github.com/vmware/govmomi/license"
    "github.com/vmware/govmomi/vim25/types"
)

type assign struct {
    *flags.ClientFlag
    *flags.OutputFlag
    *flags.HostSystemFlag
    *flags.ClusterFlag

    AssignedLicense: EvalLicense,
}
name   string
remove bool
}

func init() {
cli.Register("license.assign", &assign{})
}

func (cmd *assign) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)

    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)

    cmd.HostSystemFlag, ctx = flags.NewHostSystemFlag(ctx)
    cmd.HostSystemFlag.Register(ctx, f)

    cmd.ClusterFlag, ctx = flags.NewClusterFlag(ctx)
    cmd.ClusterFlag.Register(ctx, f)

    f.StringVar(&cmd.name, "name", "", "Display name")
    f.BoolVar(&cmd.remove, "remove", false, "Remove assignment")
}

func (cmd *assign) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.HostSystemFlag.Process(ctx); err != nil {
        return err
    }
    return cmd.ClusterFlag.Process(ctx)
}

func (cmd *assign) Usage() string {
    return "KEY"
}

func (cmd *assign) Description() string {
    return `Assign licenses to HOST or CLUSTER.
Examples:
govc license.assign $VCSA_LICENSE_KEY`
```go
func (cmd *assign) Run(ctx context.Context, f *flag.FlagSet) error {
    if f.NArg() != 1 {
        return flag.ErrHelp
    }

    key := f.Arg(0)

client, err := cmd.Client()
if err != nil {
    return err
}

m, err := license.NewManager(client).AssignmentManager(ctx)
if err != nil {
    return err
}

host, err := cmd.HostSystemIfSpecified()
if err != nil {
    return err
}

var id string

if host == nil {
    cluster, cerr := cmd.ClusterIfSpecified()
    if cerr != nil {
        return cerr
    }
    if cluster == nil {
        // Default to vCenter UUID
        id = client.ServiceContent.About.InstanceUuid
    } else {
        id = cluster.Reference().Value
    }
} else {
    id = host.Reference().Value
}

if cmd.remove {
    return m.Remove(ctx, id)
}

info, err := m.Update(ctx, id, key, cmd.name)
```
if err != nil {
    return err
}

return cmd.WriteResult(licenseOutput([]types.LicenseManagerLicenseInfo{*info}))
}
Paul Borman <borman@google.com>
bmatsuo
shawnps
theory
jboverfelt
dsymonds
cd1
wallclockbuilder
dansouza
#!/usr/bin/env bats
load test_helper

# These tests should only run against a server running an evaluation license.
verify_evaluation() {
    if [ "$(govc license.ls -json | jq -r .[0].EditionKey)" != "eval" ]; then
        skip "requires evaluation license"
    fi
}

get_key() {
    jq ".[].| select(.LicenseKey == "$1")"
}

get_property() {
    jq -r ".Properties[].| select(.Key == "$1")|.Value"
}

get_label() {
    govc license.ls -json | jq -r ".[].| select(.LicenseKey == "$1")|.Labels[].| select(.Key == "$2")|.Value"
}

get_nlabel() {
    govc license.ls -json | jq ".[].| select(.LicenseKey == "$1")|.Labels[].Key" | wc -l
}
@test "license.add" {
    esx_env

    verify_evaluation

    run govc license.add -json 00000-00000-00000-00000-00001 00000-00000-00000-00000-00000-00000-00002
assert_success

# Expect to see an entry for both the first and the second key
assert_equal "License is not valid for this product" "$(get_key 00000-00000-00000-00000-00001 <<<${output} | get_property diagnostic)"
assert_equal "License is not valid for this product" "$(get_key 00000-00000-00000-00000-00002 <<<${output} | get_property diagnostic)"
}

@test "license.remove" {
    esx_env
    verify_evaluation
    run govc license.remove -json 00000-00000-00000-00000-00001
    assert_success
}

@test "license.ls" {
    vcsim_env
    verify_evaluation
    run govc license.ls -json
    assert_success
    # Expect the test instance to run in evaluation mode
    assert_equal "Evaluation Mode" "$(get_key 00000-00000-00000-00000-00000 <<<${output} | jq -r ".Name")"
}

@test "license.decode" {
    esx_env
    verify_evaluation
    key=00000-00000-00000-00000-00000
    assert_equal "eval" $(govc license.decode $key | grep $key | awk '{print $2}')
}

@test "license.label.set" {
    vcsim_env
    key=00000-00000-00000-00000-00000
    assert_equal 0 "$(get_nlabel $key)"
    assert_equal "" "$(get_label $key foo)"
    run govc license.label.set $key foo bar
assert_success

assert_equal 1 "$(get_nlabel $key)"
assert_equal bar "$(get_label $key foo)"

run govc license.label.set $key biz baz
assert_success
run govc license.label.set $key foo bar2
assert_success

assert_equal 2 "$(get_nlabel $key)"
assert_equal bar2 "$(get_label $key foo)"

run govc license.label.set $key foo ""
assert_success

assert_equal 1 "$(get_nlabel $key)"
assert_equal "" "$(get_label $key foo)"
}

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*/

package license

import {
    "context"
    "flag"
    "fmt"
    "github.com/vmware/govmomi/govc/cli"
    "github.com/vmware/govmomi/govc/flags"
    "github.com/vmware/govmomi/license"
    "github.com/vmware/govmomi/vim25/types"
}

type add struct {
    *flags.ClientFlag
    *flags.OutputFlag
}

func init() {
    cli.Register("license.add", &add{ })
}

func (cmd *add) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)
    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)
}

func (cmd *add) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }
    return nil
}

func (cmd *add) Usage() string {
    return ""
func (cmd *add) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client()
    if err != nil {
        return err
    }

    m := license.NewManager(client)

    // From the vSphere 5.5 documentation:
    //
    // To specify the edition type and any optional functions, use
    // updateLicense for ESX Server and addLicense follow by
    // LicenseAssingmentManager.updateAssignedLicense for VirtualCenter.
    //
    var addFunc func(ctx context.Context, key string, labels map[string]string) (types.LicenseManagerLicenseInfo, error)
    switch t := client.ServiceContent.About.ApiType; t {
    case "HostAgent":
        addFunc = m.Update
    case "VirtualCenter":
        addFunc = m.Add
    default:
        return fmt.Errorf("unsupported ApiType: %s", t)
    }

    result := make(licenseOutput, 0)
    for _, v := range f.Args() {
        license, err := addFunc(ctx, v, nil)
        if err != nil {
            return err
        }
        result = append(result, license)
    }

    return cmd.WriteResult(licenseOutput(result))
}

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package license

import (
    "context"
    "flag"
    "github.com/vmware/govmomi/govc/cli"
    "github.com/vmware/govmomi/govc/flags"
    "github.com/vmware/govmomi/license"
)

var featureUsage = "List licenses with given feature"

type ls struct {
    *flags.ClientFlag
    *flags.OutputFlag
    feature string
}

func init() {
    cli.Register("license.ls", &ls{ })
}

func (cmd *ls) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)
    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)
    f.StringVar(&cmd.feature, "feature", "", featureUsage)
}

func (cmd *ls) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }
    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }
    return nil
}
func (cmd *ls) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client()
    if err != nil {
        return err
    }

    m := license.NewManager(client)
    result, err := m.List(ctx)
    if err != nil {
        return err
    }

    if cmd.feature != "" {
        result = result.WithFeature(cmd.feature)
    }

    return cmd.WriteResult(licenseOutput(result))
}
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*/

package license

import (  
    "context"  
    "flag"  
    "github.com/vmware/govmomi/govc/cli"  
    "github.com/vmware/govmomi/govc/flags"  
    "github.com/vmware/govmomi/license"  
)
type decode struct {
    *flags.ClientFlag
    *flags.OutputFlag

    feature string
}

func init() {
    cli.Register("license.decode", &decode{})
}

func (cmd *decode) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)

    cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)
    cmd.OutputFlag.Register(ctx, f)

    f.StringVar(&cmd.feature, "feature", "", featureUsage)
}

func (cmd *decode) Process(ctx context.Context) error {
    if err := cmd.ClientFlag.Process(ctx); err != nil {
        return err
    }

    if err := cmd.OutputFlag.Process(ctx); err != nil {
        return err
    }

    return nil
}

func (cmd *decode) Usage() string {
    return "KEY..."
}

func (cmd *decode) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client()
    if err != nil {
        return err
    }

    var result license.InfoList
    m := license.NewManager(client)
    for _, v := range f.Args() {
        license, err := m.Decode(ctx, v)
        if err != nil {
            return err
        }

        result = append(result, license)
    }

    return nil
}
result = append(result, license)
}

if cmd.feature != "" {
    result = result.WithFeature(cmd.feature)
}

return cmd.WriteResult(licenseOutput(result))

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package simulator

import (
    "context"
    "reflect"
    "testing"
    "github.com/vmware/govmomi"
    "github.com/vmware/govmomi/find"
    "github.com/vmware/govmomi/license"
)

func TestLicenseManagerVPX(t *testing.T) {
    ctx := context.Background()
    m := VPX()

defer m.Remove()

    err := m.Create()
    if err != nil {
        t.Fatal(err)
    }

    s := m.Service.NewServer()
    defer s.Close()

    c, err := govmomi.NewClient(ctx, s.URL, true)
    if err != nil {
        t.Fatal(err)
    }

    lm := license.NewManager(c.Client)
    am, err := lm.AssignmentManager(ctx)
    if err != nil {
        t.Fatal(err)
    }

    la, err := am.QueryAssigned(ctx, "enoent")
    if err != nil {
        t.Fatal(err)
    }
}
if len(la) != 0 {
    t.Errorf("unexpected license")
}

finder := find.NewFinder(c.Client, false)
hosts, err := finder.HostSystemList(ctx, "/..."
if err != nil {
    t.Fatal(err)
}

host := hosts[0].Reference().Value

for _, name := range []string{"", host, vcid} {
    la, err = am.QueryAssigned(ctx, name)
    if err != nil {
        t.Fatal(err)
    }
    if len(la) != 1 {
        t.Fatal("no licenses")
    }
    if !reflect.DeepEqual(la[0].AssignedLicense, EvalLicense) {
        t.Fatal("invalid license")
    }
}

func TestLicenseManagerESX(t *testing.T) {
    ctx := context.Background()
    m := ESX()
    defer m.Remove()

e := m.Create()
    if err != nil {
        t.Fatal(err)
    }

    s := m.Service.NewServer()
    defer s.Close()

c, err := govmomi.NewClient(ctx, s.URL, true)
    if err != nil {
        t.Fatal(err)
    }
}
lm := license.NewManager(c.Client)
_, err = lm.AssignmentManager(ctx)
if err == nil {
t.Fatal("expected error")
}

la, err := lm.List(ctx)
if err != nil {
t.Fatal(err)
}
if len(la) != 1 {
t.Fatal("no licenses")
}
if !reflect.DeepEqual(la[0], EvalLicense) {
t.Fatal("invalid license")
}

func TestAddRemoveLicense(t *testing.T) {
ctx := context.Background()
m := ESX()

defer m.Remove()

er := m.Create()
if err != nil {
t.Fatal(err)
}

s := m.Service.NewServer()
defer s.Close()

c, err := govmomi.NewClient(ctx, s.URL, true)
if err != nil {
t.Fatal(err)
}

lm := license.NewManager(c.Client)
key := "00000-00000-00000-00000-11111"
labels := map[string]string{"key": "value"}

info, err := lm.Add(ctx, key, labels)
if err != nil {
t.Fatal(err)
}
if info.LicenseKey != key {
    t.Fatalf("expect info.LicenseKey equal to %q; got %q", key, info.LicenseKey)
}

if len(info.Labels) != len(labels) {
    t.Fatalf("expect len(info.Labels) equal to %d; got %d", len(labels), len(info.Labels))
}

if info.Labels[0].Key != "key" || info.Labels[0].Value != "value" {
    t.Fatalf("expect label to be {key:value}; got {%s:%s}" ,
             info.Labels[0].Key, info.Labels[0].Value)
}

la, err := lm.List(ctx)
if err != nil {
    t.Fatal(err)
}

if len(la) != 2 {
    t.Fatal("no licenses")
}

if la[1].LicenseKey != key {
    t.Fatalf("expect info.LicenseKey equal to %q; got %q", key, la[1].LicenseKey)
}

if len(la[1].Labels) != len(labels) {
    t.Fatalf("expect len(info.Labels) equal to %d; got %d", len(labels), len(la[1].Labels))
}

if la[1].Labels[0].Key != "key" || la[1].Labels[0].Value != "value" {
    t.Fatalf("expect label to be {key:value}; got {%s:%s}" ,
             la[1].Labels[0].Key, la[1].Labels[0].Value)
}

err = lm.Remove(ctx, key)
if err != nil {
    t.Fatal(err)
}

la, err = lm.List(ctx)
if err != nil {
    t.Fatal(err)
}
if len(la) != 1 {
    t.Fatal("no licenses")
}

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*/

package license

import (  
    "context"  
    "flag"  
    "fmt"  
    "io"  
    "os"  
    "text/tabwriter"
    "
github.com/vmware/govmomi/govc cli"  
    "github.com/vmware/govmomi/govc/flags"  
    "github.com/vmware/govmomi/license"  
    "github.com/vmware/govmomi/vim25/types"
)

type assigned struct {  
    *flags.ClientFlag  
    *flags.OutputFlag  

    id string  
}

func init() {  
    cli.Register("license.assigned.ls", &assigned{})
}

func (cmd *assigned) Register(ctx context.Context, f *flag.FlagSet) {
cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
cmd.ClientFlag.Register(ctx, f)

f.StringVar(&cmd.id, "id", "", "Entity ID")
}

func (cmd *assigned) Process(ctx context.Context) error {
if err := cmd.ClientFlag.Process(ctx); err != nil {
    return err
}
if err := cmd.OutputFlag.Process(ctx); err != nil {
    return err
}
return nil
}

func (cmd *assigned) Run(ctx context.Context, f *flag.FlagSet) error {
client, err := cmd.Client()
if err != nil {
    return err
}

m, err := license.NewManager(client).AssignmentManager(ctx)
if err != nil {
    return err
}

assigned, err := m.QueryAssigned(ctx, cmd.id)
if err != nil {
    return err
}

return cmd.WriteResult(assignedOutput(assigned))
}

type assignedOutput []types.LicenseAssignmentManagerLicenseAssignment

func (res assignedOutput) Write(w io.Writer) error {
    tw := tabwriter.NewWriter(os.Stdout, 4, 0, 2, ' ', 0)
    fmt.Fprintf(tw, "Id:	Scope:	Name:	License:
"
    for _, v := range res {
        fmt.Fprintf(tw, "%s", v.EntityId)
        fmt.Fprintf(tw, "%s", v.Scope)
        fmt.Fprintf(tw, "%s", v.EntityDisplayName)
        fmt.Fprintf(tw, "%s", v.AssignedLicense.LicenseKey)
    }
    return nil
}
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*/
package license

import (   "fmt"   "io"   "os"   "text/tabwriter"
   "github.com/vmware/govmomi/vim25/types"
)

type licenseOutput []types.LicenseManagerLicenseInfo

func (res licenseOutput) Write(w io.Writer) error {
    tw := tabwriter.NewWriter(os.Stdout, 4, 0, 2, ' ', 0)
    fmt.Fprintf(tw, "Key:	Edition:	Used:	Total:
")
    for _, v := range res {
        fmt.Fprintf(tw, "%s	", v.LicenseKey)
        fmt.Fprintf(tw, "%s	", v.EditionKey)
        fmt.Fprintf(tw, "%d	", v.Used)
        fmt.Fprintf(tw, "%d	", v.Total)
        fmt.Fprintf(tw, "\n")
    }
    return tw.Flush()
}

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*/

package license

import (
    "context"
    "flag"
    "github.com/vmware/govmomi/govc/cli"
    "github.com/vmware/govmomi/govc/flags"
    "github.com/vmware/govmomi/license"
    "github.com/vmware/govmomi/vim25/methods"
    "github.com/vmware/govmomi/vim25/types"
)

type label struct {
    *flags.ClientFlag
}

func init() {
    cli.Register("license.label.set", &label{})
}

func (cmd *label) Register(ctx context.Context, f *flag.FlagSet) {
    cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)
    cmd.ClientFlag.Register(ctx, f)
}

func (cmd *label) Usage() string {
    return "LICENSE KEY VAL"
}

func (cmd *label) Description() string {
    return `Set license labels.
Examples:
govc license.label.set 00000-00000-00000-00000-00000 team cnx # add/set label
govc license.label.set 00000-00000-00000-00000-00000 team "." # remove label
govc license.ls -json | jq ".[] | select(.Labels[].Key == "team")[.LicenseKey"
}

func (cmd *label) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client()
if err != nil {
    return err
}

m := license.NewManager(client)

if f.NArg() != 3 {
    return flag.ErrHelp
}

req := types.UpdateLicenseLabel{
    This:       m.Reference(),
    LicenseKey: f.Arg(0),
    LabelKey:   f.Arg(1),
    LabelValue: f.Arg(2),
}

_, err = methods.UpdateLicenseLabel(ctx, m.Client(), &req)
return err
}

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*/

package license

import (
    "context"

    "github.com/vmware/govmomi/object"
    "github.com/vmware/govmomi/vim25/methods"
    "github.com/vmware/govmomi/vim25/types"
)

type AssignmentManager struct {
    object.Common
func (m AssignmentManager) QueryAssigned(ctx context.Context, id string) ([]types.LicenseAssignmentManagerLicenseAssignment, error) {
    req := types.QueryAssignedLicenses{
        This:     m.Reference(),
        EntityId: id,
    }
    res, err := methods.QueryAssignedLicenses(ctx, m.Client(), &req)
    if err != nil {
        return nil, err
    }
    return res.Returnval, nil
}

func (m AssignmentManager) Remove(ctx context.Context, id string) error {
    req := types.RemoveAssignedLicense{
        This:     m.Reference(),
        EntityId: id,
    }
    _, err := methods.RemoveAssignedLicense(ctx, m.Client(), &req)
    return err
}

func (m AssignmentManager) Update(ctx context.Context, id string, key string, name string) (*types.LicenseManagerLicenseInfo, error) {
    req := types.UpdateAssignedLicense{
        This:              m.Reference(),
        Entity:            id,
        LicenseKey:        key,
        EntityDisplayName: name,
    }
    res, err := methods.UpdateAssignedLicense(ctx, m.Client(), &req)
    if err != nil {
        return nil, err
    }
    return &res.Returnval, nil
} /*
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*/

package license

import (  
  "context"  
  "flag"  
  "github.com/vmware/govmomi/govc/cli"  
  "github.com/vmware/govmomi/govc/flags"  
  "github.com/vmware/govmomi/license"
)

type remove struct {  
  *flags.ClientFlag  
  *flags.OutputFlag
  }

func init() {  
  cli.Register("license.remove", &remove{})
  }

func (cmd *remove) Register(ctx context.Context, f *flag.FlagSet) {  
  cmd.ClientFlag, ctx = flags.NewClientFlag(ctx)  
  cmd.ClientFlag.Register(ctx, f)  
  cmd.OutputFlag, ctx = flags.NewOutputFlag(ctx)  
  cmd.OutputFlag.Register(ctx, f)
  }

func (cmd *remove) Process(ctx context.Context) error {  
  if err := cmd.ClientFlag.Process(ctx); err != nil {  
    return err
  }
  if err := cmd.OutputFlag.Process(ctx); err != nil {  
    return err
  }
  return nil
}
func (cmd *remove) Usage() string {
    return "KEY..."
}

func (cmd *remove) Run(ctx context.Context, f *flag.FlagSet) error {
    client, err := cmd.Client()
    if err != nil {
        return err
    }

    m := license.NewManager(client)
    for _, v := range f.Args() {
        err = m.Remove(ctx, v)
        if err != nil {
            return err
        }
    }

    return nil
}

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*/

package license

import {
    "context"
    "strconv"
    "strings"
    "github.com/vmware/govmomi/object"
    "github.com/vmware/govmomi/vim25"
    "github.com/vmware/govmomi/vim25/methods"
type Manager struct {
    object.Common
}

func NewManager(c *vim25.Client) *Manager {
    m := Manager{
        object.NewCommon(c, *c.ServiceContent.LicenseManager),
    }
    return &m
}

func mapToKeyValueSlice(m map[string]string) []types.KeyValue {
    var r []types.KeyValue
    for k, v := range m {
        r = append(r, types.KeyValue{Key: k, Value: v})
    }
    return r
}

func (m Manager) Add(ctx context.Context, key string, labels map[string]string) (types.LicenseManagerLicenseInfo, error) {
    req := types.AddLicense{
        This:       m.Reference(),
        LicenseKey: key,
        Labels:     mapToKeyValueSlice(labels),
    }
    res, err := methods.AddLicense(ctx, m.Client(), &req)
    if err != nil {
        return types.LicenseManagerLicenseInfo{}, err
    }
    return res.Returnval, nil
}

func (m Manager) Decode(ctx context.Context, key string) (types.LicenseManagerLicenseInfo, error) {
    req := types.DecodeLicense{
        This:       m.Reference(),
        LicenseKey: key,
    }
    res, err := methods.DecodeLicense(ctx, m.Client(), &req)
    if err != nil {
        return types.LicenseManagerLicenseInfo{}, err
    }
    return res.Returnval, nil
}
func (m Manager) Remove(ctx context.Context, key string) error {
    req := types.RemoveLicense{
        This:       m.Reference(),
        LicenseKey: key,
    }
    _, err := methods.RemoveLicense(ctx, m.Client(), &req)
    return err
}

func (m Manager) Update(ctx context.Context, key string, labels map[string]string) (types.LicenseManagerLicenseInfo, error) {
    req := types.UpdateLicense{
        This:       m.Reference(),
        LicenseKey: key,
        Labels:     mapToKeySlice(labels),
    }
    res, err := methods.UpdateLicense(ctx, m.Client(), &req)
    if err != nil {
        return types.LicenseManagerLicenseInfo{}, err
    }
    return res.Returnval, nil
}

func (m Manager) List(ctx context.Context) (InfoList, error) {
    var mlm mo.LicenseManager
    err := m.Properties(ctx, m.Reference(), []string{"licenses"}, &mlm)
    if err != nil {
        return nil, err
    }
    return InfoList(mlm.Licenses), nil
}

func (m Manager) AssignmentManager(ctx context.Context) (*AssignmentManager, error) {
    var mlm mo.LicenseManager
    err := m.Properties(ctx, m.Reference(), []string{"licenseAssignmentManager"}, &mlm)
    if err != nil {
        return nil, err
    }
    return
func parseLicenseFeature(feature string) *licenseFeature {
    lf := new(licenseFeature)
    f := strings.Split(feature, ":")
    if len(f) > 1 {
        var err error
        lf.level, err = strconv.Atoi(f[1])
        if err != nil {
            lf.name = feature
        }
    }
    return lf
}

func HasFeature(license types.LicenseManagerLicenseInfo, key string) bool {
    feature := parseLicenseFeature(key)
    for _, p := range license.Properties {
        if p.Key != "feature" {
            continue
        }
        kv, ok := p.Value.(types.KeyValue)
        if !ok {
            return false
        }
        if kv.Key == feature.name && kv.Value == feature.level {
            return true
        }
    }
    return false
}
continue
}

lf := parseLicenseFeature(kv.Key)

if lf.name == feature.name && lf.level >= feature.level {
    return true
}

return false

// InfoList provides helper methods for []types.LicenseManagerLicenseInfo
type InfoList []types.LicenseManagerLicenseInfo

func (l InfoList) WithFeature(key string) InfoList {
    var result InfoList

    for _, license := range l {
        if HasFeature(license, key) {
            result = append(result, license)
        }
    }

    return result
}

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jar/org/springframework/data/jdbc/core/convert/ArrayUtil.java
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## BSD-specific setup (FreeBSD, OpenBSD, NetBSD, *BSD)
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## Commands to generate dependency files

GEN_DEPS.c=$(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc=$(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code

SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

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

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

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

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

## Shared object suffix
SO = so

## Non-shared intermediate object suffix
STATIC_O = ao

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

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

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

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

## Versioned libraries rules
## Bind internal references

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

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

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

## End BSD-specific setup

### 1.375 more-ittertools 5.0.0

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* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3.jar/javassist/tools/rmi/ObjectProxyFactory.java
jar/javassist/tools/reflect/Compiler.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-
jar/javassist/bytecode/stackmap/Tracer.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-
jar/javassist/tools/reflect/CannotInvokeException.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-
jar/javassist/tools/rmi/StubGenerator.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-
jar/javassist/bytecode/stackmap/TypeData.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-
jar/javassist/compiler/ast/IntConst.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-
jar/javassist/SerialVersionUID.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-
jar/javassist/util/proxy/SerializedProxy.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-
jar/javassist/bytecode/annotation/AnnotationImpl.java
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jar/javassist/bytecode/InstructionPrinter.java
* /opt/cola/permits/110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-
jar/javassist/compiler/ast/BinExpr.java
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jar/javassist/compiler/ast/CastExpr.java
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jar/javassist/bytecode/ByteArray.java
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jar/javassist/compiler/MemberCodeGen.java
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jar/javassist/tools/reflect/TransformReadField.java
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jar/javassist/bytecode/ByteArray.java
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* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/compiler/ast/Expr.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/tools/reflect/CannotCreateException.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/AnnotationsAttribute.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/StackMapTable.java
* /opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-jar/javassist/bytecode/SignatureAttribute.java
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jar/javassist/bytecode/annotation/StringMemberValue.java
*/opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-
jar/javassist/bytecode/annotation/MemberValue.java
*/opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-
jar/javassist/bytecode/annotation/MemberValueVisitor.java
*/opt/cola/permits/1110677174_1606843766.77/0/javassist-3-18-1-ga-sources-3-
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jar/javassist/bytecode/annotation/ByteMemberValue.java

1.380 httpasyncclient 4.1.4
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1.381 jackson-dataformat-cbor 2.8.11

1.382 maven-plugin-api 2.0.9
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<signature of Ty Coon>, 1 April 1989
Ty Coon, President of Vice

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1.388 spring-boot-starter-thymeleaf

2.2.6.RELEASE

1.388.1 Available under license :
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Found in path(s):

1.389 maven-invoker 2.0.11

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1.390 perl 5.30.0-9ubuntu0.2

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# $Id: errnolist.a,v 3.0 1993/08/18 12:04:35 ram Exp ram $
#
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# of the source tree for dist 4.0.
#
# Original Author: Harlan Stenn <harlan@mumps.pfcs.com>
#
# $Log: errnolist.a,v $
# Revision 3.0  1993/08/18 12:04:35 ram
# Baseline for dist 3.0 netwide release.
#
#
# This is a simple-minded awk script to generate an initialization for
# sys_errnolist on systems that don't have it.
# This file now depends only on sys/errno.h error numbers under maxerr being
# in order. It will complain and die if not. NOTE: It will still produce
# a compilable output file, even with errors, so you must check the output.

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The End

1.391 kotlin 1.3.70
1.391.1 Available under license:
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    if (typeof define === 'function' && define.amd) {
        define('kotlin', ['exports'], factory);
    }
    else if (typeof exports === 'object') {
        factory(module.exports);
    }
    else {
        root.kotlin = {};
        factory(root.kotlin);
    }
}(this, function (Kotlin) {
    var _ = Kotlin;

    insertContent();
}));

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

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

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

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

Kotlin.isIntArray = function (a) {
    return a instanceof Int32Array
};

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

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

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

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

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

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

Kotlin.arrayDeepEquals = function (a, b) {
    return true;
};
Kotlin.kotlin.collections.contentDeepEqualsImpl(a, b);\n
Kotlin.kotlin.collections.contentDeepHashCodeImpl(arr);\n
Kotlin.arrayHashCode = function (arr) {\n    var result = 1;\n    for (var i = 0, n = arr.length; i < n; i++) {\n        result = ((31 * result | 0) + Kotlin.hashCode(arr[i]));\n    }\n    return result;\n};\n
Kotlin.kotlin.reflect.KMutableProperty0 = function () {\n    return Kotlin.reflect.KProperty0;\n};\n
Kotlin.reflect.KProperty0 = function () {\n    return Kotlin.reflect.KProperty0;\n};\n
Kotlin.arrayDeepHashCode = function (arr) {\n    return Kotlin.kotlin.collections.contentDeepHashCodeImpl(arr);\n};\n
Kotlin.primitiveArraySort = function (array) {\n    array.sort(Kotlin.doubleCompareTo);\n};\n
Kotlin.toShort = function (a) {\n    return (a & 0xFFFF) << 16 >> 16;\n};\n
Kotlin.toByte = function (a) {\n    return (a & 0xFF) << 24 >> 24;\n};\n
Kotlin.toChar = function (a) {\n    return a & 0xFFFF;\n};\n
Kotlin.numberToLong = function (a) {\n    return a instanceof Kotlin.Long ? a : Kotlin.Long.fromNumber(a);\n};\n
Kotlin.numberToInt = function (a) {\n    return a instanceof Kotlin.Long ? a.toInt() : Kotlin.doubleToInt(a);\n};\n
Kotlin.numberToShort = function (a) {\n    return Kotlin.toShort(Kotlin.numberToInt(a));\n};\n
Kotlin.numberToByte = function (a) {\n    return Kotlin.toByte(Kotlin.numberToInt(a));\n};\n
Kotlin.numberToDouble = function (a) {\n    return +a;\n};\n
Kotlin.equals = function (obj1, obj2) {\n    if (obj1 == null) {\n        return obj2 == null;\n    }\n    else if (Kotlin.isArrayish(obj1)) {\n        return false;\n    }\n    else {\n        return obj1.equals(obj2);\n    }\n};\n
Kotlin.hashCode = function (obj) {\n    if (obj == null) {\n        return 0;\n    }\n    else if ("object" === typeof obj) {\n        return obj.hashCode();\n    }\n    else {\n        return obj.toString();\n    }\n};\n
Kotlin.toString = function (o) {\n    if (o == null) {\n        return "null";\n    }\n    else if (Kotlin.isArrayish(o)) {\n        return "[...]";\n    }\n    else {\n        return o.toString();\n    }\n};

/** @const */
var POW_2_32 = 4294967296;
// TODO: consider switching to Symbol type once we are on ES6.
/** @const */
var OBJECT_HASH_CODE_PROPERTY_NAME = "\n
"
function getObjectHashCode(obj) {
    if (!(OBJECT_HASH_CODE_PROPERTY_NAME in obj)) {
        var hash = (Math.random() * POW_2_32) | 0; // Make 32-bit signed integer.
        Object.defineProperty(obj, OBJECT_HASH_CODE_PROPERTY_NAME, {
            value: hash, enumerable: false });
    }
    return obj[OBJECT_HASH_CODE_PROPERTY_NAME];
}

function getStringHashCode(str) {
    var hash = 0;
    for (var i = 0; i < str.length; i++) {
        var code  = str.charCodeAt(i);
        hash  = (hash * 31 + code) | 0; // Keep it 32-bit.
    }
    return hash;
}

Kotlin.identityHashCode = getObjectHashCode;

/**
 * Constructs a 64-bit two's-complement integer, given its low and high 32-bit * values as *signed* integers. See the from* functions below for more convenient ways of constructing
 * Longs. *
 * The internal representation of a long is the two given signed, 32-bit values:* We use 32-bit pieces because these are the size of integers on which
 * Kotlin performs bit-operations. For operations like addition and multiplication, we split each number into 16-bit pieces, which can easily be multiplied within JavaScript's floating-point representation without overflow or change in sign.* In the algorithms below, we frequently reduce the negative case to the positive case by negating the input(s) and then post-processing the result.* Note that we must ALWAYS check specially whether those values are MIN_VALUE or -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as a positive number, it overflows back into a negative). Not handling this case would often result in infinite recursion.* Returns a Long representing the given (32-bit) integer value.* Converts this number value to `Long`. The fractional part, if any, is rounded down towards zero.* Converts this number value to `Long`. The fractional part, if any, is rounded down towards zero.* Converts this number value to `Long`. The fractional part, if any, is rounded down towards zero.* Returns zero if this ‘Double’ value is ‘NaN’, ‘Long.MIN_VALUE’ if it’s less than ‘Long.MIN_VALUE’, * ‘Long.MAX_VALUE’ if it’s bigger than ‘Long.MAX_VALUE’. * Returns a Long representing the given (32-bit) integer value.
 * The 32-bit integer in question.* The corresponding Long value.
 * The low (signed) 32 bits of the long.* The high (signed) 32 bits of the long.* The constructor.* The final value.* The from* methods on which they depend.* A cache of the Long representations of small integer values.* Returns a Long representing the 64-bit integer that comes by concatenating the given high and low bits.

```javascript

Kotlin.Long = function(low, high) {
  this.low_ = low | 0;  // force into 32 signed bits.
  this.high_ = high | 0;  // force into 32 signed bits.
};

Kotlin.Long.$metadata$ =
{
    kind: "class",
    simpleName: "Long",
    interfaces:
[
]
};

// NOTE: Common constant values
ZERO, ONE, NEG_ONE, etc. are defined below the from* methods on which they depend.

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

Open Source Used in DCNM 12.12.0(2) 3554
representation of the given string, written using the given\n * radix.\n * @param {string} str The textual\n * @param {number=} opt_radix The radix in which the text is written.\n * @return {!Kotlin.Long} The corresponding Long value.\n */
Kotlin.Long.fromString = function(str, opt_radix) {
  if (str.length == 0) {
    throw Error('number format error: empty string');
  }

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

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

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

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

// NOTE: the compiler should inline these constant values below and then remove\n// these\nvariables, so there should be no runtime penalty for these.\n
/**
 * Number used repeated below in calculations.
 * This must appear before the\n * first call to any from* function below.\n * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_24_DBL_ = 1 << 24;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_32_DBL_ =
    Kotlin.Long.TWO_PWR_16_DBL_ * Kotlin.Long.TWO_PWR_16_DBL_ *

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_31_DBL_ =
    Kotlin.Long.TWO_PWR_32_DBL_ / 2;

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_48_DBL_ =
    Kotlin.Long.TWO_PWR_32_DBL_ *

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_64_DBL_ =
    Kotlin.Long.TWO_PWR_32_DBL_ *

/**
 * @type {number}
 * @private
 */
Kotlin.Long.TWO_PWR_63_DBL_ =
    Kotlin.Long.TWO_PWR_64_DBL_ / 2;

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

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

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

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

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

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

  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      // We need to change the Long value before it can be negated, so we remove\n      // the bottom-most digit in this base and then\n      // recurse to do the rest.\n      var radixLong = Kotlin.Long.fromNumber(radix);
      var remDiv = rem.multiply(radixLong).subtract(this);
      return div.toString(radix) + rem.toInt().toString(radix);
    } else {
      return '-' + this.negate().toString(radix);
    }
  }

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

  var result = result.add(Kotlin.Long.fromNumber(value, radix));
  else {
    result = result.multiply(radixToPower);
    result = result.add(Kotlin.Long.fromString(value, radix));
  }
  return result;
};

// We need to change the Long value before it can be negated, so we remove\n// the bottom-most digit in this base and then\n// recurse to do the rest.\nvar radixLong = Kotlin.Long.fromNumber(radix);
var div = div.multiply(radixLong).subtract(this);
return div.toString(radix) + rem.toInt().toString(radix);
else {
  return '-' + this.negate().toString(radix);
}

// We need to change the Long value before it can be negated, so we remove\n// the bottom-most digit in this base and then\n// recurse to do the rest.\nvar radixLong = Kotlin.Long.fromNumber(radix);
var div = div.multiply(radixLong).subtract(this);
return div.toString(radix) + rem.toInt().toString(radix);
else {
  return '-' + this.negate().toString(radix);
}

// We need to change the Long value before it can be negated, so we remove\n// the bottom-most digit in this base and then\n// recurse to do the rest.\nvar radixLong = Kotlin.Long.fromNumber(radix);
var div = div.multiply(radixLong).subtract(this);
return div.toString(radix) + rem.toInt().toString(radix);
else {
  return '-' + this.negate().toString(radix);
}

// We need to change the Long value before it can be negated, so we remove\n// the bottom-most digit in this base and then\n// recurse to do the rest.\nvar radixLong = Kotlin.Long.fromNumber(radix);
var div = div.multiply(radixLong).subtract(this);
return div.toString(radix) + rem.toInt().toString(radix);
else {
  return '-' + this.negate().toString(radix);
}
digits = intval.toString(radix);
rem = remDiv;
if (rem.isZero()) { return digits + result; } else {
while (digits.length < 6) {
    digits = '0' + digits;
}
result = result + digits;
rem = remDiv;
if (rem.isZero()) {
    return digits + result;
} else {
    while (digits.length < 6) {
        digits = '0' + digits;
    }
    result = '' + digits + result;
}
}

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

/** @return {number} The low 32-bits as an unsigned value.
 */
Kotlin.Long.prototype.getLowBitsUnsigned = function() {
    // ... implementation...
};

/**
 * @return {number} The low 32-bits as an unsigned value.
 */
Kotlin.Long.prototype.getLowBits = function() {
    // ... implementation...
};

/** @return {number} The number of bits needed to represent the absolute
 * value of this Long.
 */
Kotlin.Long.prototype.getNumBitsAbs = function() {
    // ... implementation...
};

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

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

/** @return {boolean} Whether this value is odd.
 */
Kotlin.Long.prototype.isOdd = function() {
    // ... implementation...
};

/** @return {boolean} Whether this value is less than the other.
 */
Kotlin.Long.prototype.lessThan = function(other) {
    // ... implementation...
};

/** @return {boolean} Whether this value is less than or equal to the other.
 */
Kotlin.Long.prototype.lessThanOrEqual = function(other) {
    // ... implementation...
};

/** @return {boolean} Whether this value is greater than the other.
 */
Kotlin.Long.prototype.greaterThan = function(other) {
    // ... implementation...
};

/** @return {boolean} Whether this value is greater than or equal to the other.
 */
Kotlin.Long.prototype.greaterThanOrEqual = function(other) {
    // ... implementation...
};

/** @return {number} Returns the sum of this and the given Long.
 */
Kotlin.Long.prototype.add = function(other) {
    // ... implementation...
};

/** @return {number} Returns the difference of this and the given Long.
 */
Kotlin.Long.prototype.subtract = function(other) {
    // ... implementation...
};

/** @return {number} Returns the product of this and the given Long.
 */
Kotlin.Long.prototype.multiply = function(other) {
    // ... implementation...
};

/** @return {number} Returns the quotient of this and the given Long.
 */
Kotlin.Long.prototype.divide = function(other) {
    // ... implementation...
};

/** @return {number} Returns the remainder of this and the given Long.
 */
Kotlin.Long.prototype.mod = function(other) {
    // ... implementation...
};

/** @return {number} Returns the result of this sign extended to
 * the required number of bits.
 */
Kotlin.Long.prototype.signExtend = function(bits) {
    // ... implementation...
};

/** @return {number} Returns the result of this zero extended to
 * the required number of bits.
 */
Kotlin.Long.prototype.zeroExtend = function(bits) {
    // ... implementation...
};

/** @return {number} Returns the result of this sign extended to
 * the maximum number of bits for this type.
 */
Kotlin.Long.prototype.signExtendMax = function() {
    // ... implementation...
};

/** @return {number} Returns the result of this zero extended to
 * the maximum number of bits for this type.
 */
Kotlin.Long.prototype.zeroExtendMax = function() {
    // ... implementation...
};
The difference of this and the given Long.

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

Kotlin.Long.prototype.multiply = function(other) {
  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return other;
  } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return this.isOdd() ? Kotlin.Long.MIN_VALUE : Kotlin.Long.ZERO;
  } else if (this.isNegative()) {
    return this.negate().multiply(other.negate());
  } else if (other.isNegative()) {
    return this.multiply(other).negate();
  }

  // If both longs are small, use float multiplication
  if (this.lessThan(Kotlin.Long.TWO_PWR_24) && other.lessThan(Kotlin.Long.TWO_PWR_24)) {
    return this.toNumber() * other.toNumber();
  }

  // Divide each long into 4 chunks of 16 bits, and then add up 4x4 products.
  // We can skip products that would overflow.
  var a48 = this.high >>> 16;
  var a32 = this.high & 0xFFFF;
  var a16 = this.low >>> 16;
  var a00 = this.low & 0xFFFF;
  var b48 = other.high >>> 16;
  var b32 = other.high & 0xFFFF;
  var b16 = other.low >>> 16;
  var b00 = other.low & 0xFFFF;
  var c48 = 0;
  var c32 = 0;
  var c16 = 0;
  var c00 = 0;

  var approxRem = approxRem.multiply(other); // Repeat the following until the remainder is less than other:
  // Find an approximation that approximates remainder / other *from below*,
  // add this into the result, and subtract it from the remainder.
  var halfThis = this.shiftRight(1);
  var approx = halfThis.multiply(other).shiftLeft(1); // Approimate the result of division.
  this.max(1, Math.floor(toNumber(other)) ? other.toNumber() : 0);
  // We will tweak the approximate result by changing it in the 48-th digit or less.
  // The smallest non-fractional digit, whichever is larger.
  var log2 = Math.ceil(Math.log(approx) / Math.LN2);
  var delta = Math.pow(2, log2 - 48);

  // Decrease the approximation until it is smaller than the remainder.
  approxRem = approxRem.subtract(other.multiply(approx)); // We know the answer can't be zero...
  var approx = Math.max(1, Math.floor(toNumber(approx)) / other.toNumber());
  // We will tweak the approximate result by changing it in the 48-th digit or less.
  // The smallest non-fractional digit, whichever is larger.
  log2 = Math.ceil(Math.log approx / Math.LN2);
  delta = Math.pow(2, log2 - 48) ? 1 :
  approxRem.subtract(other.multiply(approx));
infinite recursion since we would make no progress.

    if (approxRes.isZero()) {
      approxRes = Kotlin.Long.ONE;
    }

    res = res.add(approxRes);
    rem = rem.subtract(approxRem);
  }
  return res;
};

Kotlin.Long.prototype.modulo = function(other) {
  return this.subtract(this.div(other).multiply(other));
};

Kotlin.Long.prototype.not = function() {
  return Kotlin.Long.fromBits(~this.low_, ~this.high_);
};

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

Kotlin.Long.prototype.shiftRight = function(numBits) {
  var high = this.high_;
  if (numBits < 32) {
    var low = this.low_;
    return Kotlin.Long.fromBits((low >>> numBits) | (high << (32 - numBits)),
                                 high >> numBits);
  } else {
    return Kotlin.Long.fromBits(high >> (numBits - 32),
                                 high >= 0 ? 0 : -1);
  }
};

Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  var high = this.high_;
  if (numBits < 32) {
    var low = this.low_;
    return Kotlin.Long.fromBits((low >>> numBits) | (high << (32 - numBits)),
                                 high >> (numBits - 32));
  } else if (numBits == 32) {
    return Kotlin.Long.fromBits(high, 0);
  } else {
    return Kotlin.Long.fromBits(high >>> (numBits - 32), 0);
  }
};
f.apply(this, arguments); };

f.apply(function() {
    return f.apply(this, arguments);
});

Kotlin.isTypeOf = function(type) {
    return function(obj) {
        return typeof obj === type;
    };
}

Kotlin.isInstanceOf = function(klass) {
    return function(obj) {
        return Kotlin.isType(obj, klass);
    };
}

Kotlin.orNull = function(fn) {
    return function(obj) {
        return obj == null || fn(obj);
    };
}

Kotlin.andPredicate = function(a, b) {
    return function(obj) {
        return a(obj) && b(obj);
    };
}

Kotlin.suspendCall = function(value) {
    return value;
}

Kotlin.coroutineResult = function(qualifier) {
    throwMarkerError();
}

Kotlin.coroutineController = function(qualifier) {
    throwMarkerError();
}

Kotlin.coroutineReceiver = function(qualifier) {
    throwMarkerError();
}

Kotlin.setCoroutineResult = function(value, qualifier) {
    throwMarkerError();
}

Kotlin.getReifiedTypeParameterKType = function(typeParameter) {
    throwMarkerError();
}

function throwMarkerError() {
    throw new Error("This marker function should never been called. " + "Looks like compiler did not eliminate it properly. " + "Please, report an issue if you caught this exception.");
}

Kotlin.compareTo = function(a, b) {
    var typeA = typeof a;
    if (typeA === "number") {
        if (typeof b === "number") {
            return Kotlin.doubleCompareTo(a, b);
        }
        return Kotlin.primitiveCompareTo(a, b);
    }
    if (typeA === "string" || typeA === "boolean") {
        return Kotlin.primitiveCompareTo(a, b);
    }
    return a.compareTo_11rb$(b);
}

Kotlin.primitiveCompareTo = function(a, b) {
    return a < b ? -1 : a > b ? 1 : 0;
}

Kotlin.doubleCompareTo = function(a, b) {
    if (a < b) return -1;
    if (a > b) return 1;
    if (a === b) {
        if (a !== 0) return 0;
        var ia = 1 / a;
        return ia === 1 / b ? 0 : (ia < 0 ? -1 : 1);
    }
    return a !== a ? (b !== b ? 0 : 1) : -1;
}

Kotlin.charInc = function(value) {
    return Kotlin.toChar(value + 1);
}

Kotlin.charDec = function(value) {
    return Kotlin.toChar(value - 1);
}

Kotlin.imul = Math.imul || imul;

Kotlin.imulEmulated = imul;

function imul(a, b) {
    return ((a & 0xffff0000) * (b & 0xffff) + (a & 0xffff) * (b | 0)) | 0;
}

(function() {
    var buf = new ArrayBuffer(8);
    var bufFloat64 = new Float64Array(buf);
    var bufFloat32 = new Float32Array(buf);
    var bufInt32 = new Int32Array(buf);
    var lowIndex = 0;
    var highIndex = 1;

    bufFloat64[0] = -1; // bff00000_00000000
    if (bufInt32[lowIndex] !== 0) {
        lowIndex = 1;
        highIndex = 0;
    }

    Kotlin.doubleToBits = function(value) {
        return Kotlin.doubleToRawBits(isNaN(value) ? NaN : value);
    };

    Kotlin.doubleToRawBits = function(value) {
        bufFloat64[0] = value;
        return Kotlin.Long.fromBits(bufInt32[highIndex], bufInt32[lowIndex]);
    };

    Kotlin.doubleFromBits = function(value) {
        bufInt32[lowIndex] = value.low_;
        bufInt32[highIndex] = value.high_;
        return bufFloat64[0];
    };

    Kotlin.doubleToRawBits = function(value) {
        return bufFloat64[0] = value;
    };

    Kotlin.doubleFromBits = function(value) {
        return bufFloat32[0] = value;
    };

    return bufFloat32[0];
};

// returns zero value for number with positive sign bit and non-zero value for number with negative sign bit.

Kotlin.doubleSignBit = function(value) {
    return Kotlin.doubleToRawBits(isNaN(value) ? NaN : value);
}

Kotlin.numberHashCode = function(obj) {
    if ((obj | 0) === obj) {
        return obj | 0;
    } else {
        var bufFloat64[0] = obj;
        return (bufInt32[highIndex] * 31 | 0) + bufInt32[lowIndex] | 0;
    }
}

Kotlin.ensureNotNull = function(x) {
    return x != null ? x : Kotlin.throwNPE();
}

if (typeof String.prototype.startsWith === "undefined") {
    String.prototype.startsWith = function(searchString, position) {
        position = position || 0;
        return this.lastIndexOf(searchString, position) === position;
    };
}

if (typeof String.prototype.endsWith === "undefined") {
    String.prototype.endsWith = function(searchString, position) {
        var subjectString = this;
        var subjectStringLength = subjectString.length;
        var stringLength = searchString.length;
        var start = position || 0;
        var end = start + stringLength;
        if (end > subjectStringLength) {
            return false;
        }
        if (end < 0) {
            return false;
        }
        var subjectStart = subjectString.substring(start, end);
        if (subjectStart.indexOf(searchString) === -1) {
            return false;
        }
        return true;
    };
}

size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS

@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component1(): Byte {
    return get(0)
}

@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component1(): Short {
    return get(0)
}

@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component1(): Int {
    return get(0)
}

@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component1(): Long {
    return get(0)
}

@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component1(): Float {
    return get(0)
}

@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component1(): Double {
    return get(0)
}

@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component1(): Boolean {
    return get(0)
}

@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component1(): Char {
    return get(0)
}

@kotlin.internal.InlineOnly\npublic inline operator fun ByteArray.component2(): Byte {
    return get(1)
}

@kotlin.internal.InlineOnly\npublic inline operator fun ShortArray.component2(): Short {
    return get(1)
}

@kotlin.internal.InlineOnly\npublic inline operator fun IntArray.component2(): Int {
    return get(1)
}

@kotlin.internal.InlineOnly\npublic inline operator fun LongArray.component2(): Long {
    return get(1)
}

@kotlin.internal.InlineOnly\npublic inline operator fun FloatArray.component2(): Float {
    return get(1)
}

@kotlin.internal.InlineOnly\npublic inline operator fun DoubleArray.component2(): Double {
    return get(1)
}

@kotlin.internal.InlineOnly\npublic inline operator fun BooleanArray.component2(): Boolean {
    return get(1)
}

@kotlin.internal.InlineOnly\npublic inline operator fun CharArray.component2(): Char {
    return get(1)
}
[IndexOutOfBoundsException] except in Kotlin/JS

*\n@kotlin.internal.InlineOnly\public inline inline operator fun BooleanArray.component2(): Boolean {
    return get(1) * Returns 2nd *element* from the array.
*\n* If the size of this array is less than 2, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun CharArray.component2(): Char {
    return get(1) * Returns 3rd *element* from the array.
*\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun <T> Array\out T>.component3(): T {
    return get(2) * Returns 3rd *element* from the array.
*\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun ByteArray.component3(): Byte {
    return get(2) * Returns 3rd *element* from the array.
*\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun ShortArray.component3(): Short {
    return get(2) * Returns 3rd *element* from the array.
*\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun IntArray.component3(): Int {
    return get(2) * Returns 3rd *element* from the array.
*\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun LongArray.component3(): Long {
    return get(2) * Returns 3rd *element* from the array.
*\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun FloatArray.component3(): Float {
    return get(2) * Returns 3rd *element* from the array.
*\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun DoubleArray.component3(): Double {
    return get(2) * Returns 3rd *element* from the array.
*\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun BooleanArray.component4(): Boolean {
    return get(2) * Returns 3rd *element* from the array.
*\n* If the size of this array is less than 3, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun CharArray.component4(): Char {
    return get(2) * Returns 4th *element* from the array.
*\n* If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun <T> Array\out T>.component4(): T {
    return get(3) * Returns 4th *element* from the array.
*\n* If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun ByteArray.component4(): Byte {
    return get(3) * Returns 4th *element* from the array.
*\n* If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun ShortArray.component4(): Short {
    return get(3) * Returns 4th *element* from the array.
*\n* If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun IntArray.component4(): Int {
    return get(3) * Returns 4th *element* from the array.
*\n* If the size of this array is less than 4, throws an
[IndexOutOfBoundsException] except in Kotlin/JS * where the behavior is unspecified.

*\n@kotlin.internal.InlineOnly\public inline inline operator fun LongArray.component4(): Long {
    return get(3) * Returns 4th *element* from the array.
*\n* If the size of this array is less than 4, throws an

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```kotlin
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component4(): Float {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component4(): Double {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component4(): Boolean {
    return get(3)
}

/**
 * Returns 4th *element* from the array.
 * If the size of this array is less than 4, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component4(): Char {
    return get(3)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 */
@kotlin.internal.InlineOnly
public inline operator fun FloatArray.component5(): Float {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 */
@kotlin.internal.InlineOnly
public inline operator fun DoubleArray.component5(): Double {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return get(4)
}

/**
 * Returns `true` if *element* is found in the array.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}
```
[element] is found in the array.

```kotlin
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}
```

```kotlin
/**
 * Returns `true` if [element] is found in the array or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}
```

```kotlin
/**
 * Returns `true` if [element] is found in the array or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}
```

```kotlin
/**
 * Returns `true` if [element] is found in the array or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}
```

```kotlin
/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun <T> Array<out T>.elementAt(index: Int): T
```

```kotlin
/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun ByteArray.elementAt(index: Int): Byte
```

```kotlin
/**
 * Returns an element at the given [index] or throws an
 * [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public expect fun ShortArray.elementAt(index: Int): Short
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
public inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
public inline fun ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
public inline fun ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
public inline fun IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
/**
 * Returns an element at the given [index] or the result of calling the
 * [defaultValue] function if the [index] is out of bounds of this array.
 */
public inline fun LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```
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```
calling the [defaultValue] function if the [index] is out of bounds of this array.

```kotlin
@kotlin.internal.InlineOnly
public inline fun FloatArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun DoubleArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun BooleanArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.elementAtOrNull(index: Int): T? {
    return this.getOrNull(index)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ByteArray.find(predicate: (Byte) -> Boolean): Byte? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ShortArray.find(predicate: (Int) -> Boolean): Short? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
}
```

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

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharArray.find(predicate: (Char) -> Boolean): Char? {
    return firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.firstOrNull(predicate: (T) -> Boolean): T? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ShortArray.firstOrNull(predicate: (Int) -> Boolean): Short? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    return this.firstOrNull(predicate)
}
```

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

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.first(predicate: (T) -> Boolean): T? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ByteArray.first(predicate: (Byte) -> Boolean): Byte? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ShortArray.first(predicate: (Int) -> Boolean): Short? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun IntArray.first(predicate: (Int) -> Boolean): Int? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun LongArray.first(predicate: (Long) -> Boolean): Long? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun FloatArray.first(predicate: (Float) -> Boolean): Float? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun DoubleArray.first(predicate: (Double) -> Boolean): Double? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun BooleanArray.first(predicate: (Boolean) -> Boolean): Boolean? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharArray.first(predicate: (Char) -> Boolean): Char? {
    return this.firstOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? {
    return this.lastOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ByteArray.lastOrNull(predicate: (Byte) -> Boolean): Byte? {
    return this.lastOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun ShortArray.lastOrNull(predicate: (Int) -> Boolean): Short? {
    return this.lastOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun IntArray.lastOrNull(predicate: (Int) -> Boolean): Int? {
    return this.lastOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun LongArray.lastOrNull(predicate: (Long) -> Boolean): Long? {
    return this.lastOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun FloatArray.lastOrNull(predicate: (Float) -> Boolean): Float? {
    return this.lastOrNull(predicate)
}
```

```kotlin
@kotlin.internal.InlineOnly
public inline fun DoubleArray.lastOrNull(predicate: (Double) -> Boolean): Double? {
    return this.lastOrNull(predicate)
}
```

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

```kotlin
@kotlin.internal.InlineOnly
public inline fun CharArray.lastOrNull(predicate: (Char) -> Boolean): Char? {
    return this.lastOrNull(predicate)
}
```
[predicate], or 'null' if no such element was found. */
@kotlin.internal.InlineOnly
public inline fun ShortArray.find(predicate: (Short) -> Boolean): Short? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or 'null' if no such element was found. */
@kotlin.internal.InlineOnly
public inline fun IntArray.find(predicate: (Int) -> Boolean): Int? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or 'null' if no such element was found. */
@kotlin.internal.InlineOnly
public inline fun LongArray.find(predicate: (Long) -> Boolean): Long? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or 'null' if no such element was found. */
@kotlin.internal.InlineOnly
public inline fun FloatArray.find(predicate: (Float) -> Boolean): Float? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or 'null' if no such element was found. */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.find(predicate: (Double) -> Boolean): Double? {
    return firstOrNull(predicate)
}

/**
 * Returns the first element matching the given [predicate], or 'null' if no such element was found. */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.find(predicate: (Boolean) -> Boolean): Boolean? {
    return firstOrNull(predicate)
}

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

/**
 * Returns the last element matching the given [predicate], or 'null' if no such element was found. */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

@throws [NoSuchElementException] if the array is empty.

/*
 * @throws [NoSuchElementException] if the array is empty.
 */

private fun FloatArray.first(): Float

* @throws [NoSuchElementException] if the array is empty.

@throws [NoSuchElementException] if the array is empty.

private fun DoubleArray.first(): Double

* @throws [NoSuchElementException] if the array is empty.

private fun BooleanArray.first(): Boolean

* @throws [NoSuchElementException] if the array is empty.

private fun CharArray.first(): Char

* @throws [NoSuchElementException] if the array is empty.

private fun ByteArray.first(): Byte

* @throws [NoSuchElementException] if the array is empty.

private fun ShortArray.first(): Short

* @throws [NoSuchElementException] if the array is empty.

private fun IntArray.first(): Int

* @throws [NoSuchElementException] if the array is empty.

private fun LongArray.first(): Long

* @throws [NoSuchElementException] if the array is empty.

private fun FloatArray.first(): Float

* @throws [NoSuchElementException] if the array is empty.

private fun DoubleArray.first(): Double

* @throws [NoSuchElementException] if the array is empty.

private fun BooleanArray.first(): Boolean

* @throws [NoSuchElementException] if the array is empty.

private fun CharArray.first(): Char

* @throws [NoSuchElementException] if the array is empty.

private fun ByteArray.first(): Byte

* @throws [NoSuchElementException] if the array is empty.

private fun ShortArray.first(): Short

* @throws [NoSuchElementException] if the array is empty.

private fun IntArray.first(): Int

* @throws [NoSuchElementException] if the array is empty.

private fun LongArray.first(): Long

* @throws [NoSuchElementException] if the array is empty.

private fun FloatArray.first(): Float

* @throws [NoSuchElementException] if the array is empty.

private fun DoubleArray.first(): Double

* @throws [NoSuchElementException] if the array is empty.

private fun BooleanArray.first(): Boolean

* @throws [NoSuchElementException] if the array is empty.

private fun CharArray.first(): Char

* @throws [NoSuchElementException] if the array is empty.

private fun ByteArray.first(): Byte

* @throws [NoSuchElementException] if the array is empty.

private fun ShortArray.first(): Short

* @throws [NoSuchElementException] if the array is empty.

private fun IntArray.first(): Int

* @throws [NoSuchElementException] if the array is empty.

private fun LongArray.first(): Long

* @throws [NoSuchElementException] if the array is empty.

private fun FloatArray.first(): Float

* @throws [NoSuchElementException] if the array is empty.
return if (isEmpty()) null else this[0]

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun DoubleArray.firstOrNull(): Double? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun BooleanArray.firstOrNull(): Boolean? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun CharArray.firstOrNull(): Char? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun <T> firstOrNull(predicate: (T) -> Boolean): T? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun ByteArray.firstOrNull(predicate: (Byte) -> Boolean): Byte? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun ShortArray.firstOrNull(predicate: (Short) -> Boolean): Short? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun IntArray.firstOrNull(predicate: (Int) -> Boolean): Int? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun LongArray.firstOrNull(predicate: (Long) -> Boolean): Long? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun FloatArray.firstOrNull(predicate: (Float) -> Boolean): Float? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun DoubleArray.firstOrNull(predicate: (Double) -> Boolean): Double? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun BooleanArray.firstOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element matching the given [predicate], or `null` if element was not found.
 */
public fun CharArray.firstOrNull(predicate: (Char) -> Boolean): Char? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
Open Source Used In DCNM 12.12.0(2) 3571
DoubleArray.indexOfLast(predicate: (Double) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

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

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

/**
 * Returns index of the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

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

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

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

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

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

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

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

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

```kotlin
fun LongArray.lastOrNull(): Long? {
    return if (isEmpty()) null else this[size - 1]
}

fun IntArray.lastOrNull(): Int? {
    return if (isEmpty()) null else this[size - 1]
}

fun ShortArray.lastOrNull(): Short? {
    return if (isEmpty()) null else this[size - 1]
}

fun ByteArray.lastOrNull(): Byte? {
    return if (isEmpty()) null else this[size - 1]
}

fun <T> Array<out T>.lastOrNull(): T? {
    return if (isEmpty()) null else this[size - 1]
}

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

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

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

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

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

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

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

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

Open Source Used In DCNM 12 12.0(2) 3574
* Returns the last element, or `null` if the array is empty.

```kotlin
public fun FloatArray.lastOrNull(): Float? {
    return if (isEmpty()) null else this[size - 1]
}

public fun DoubleArray.lastOrNull(): Double? {
    return if (isEmpty()) null else this[size - 1]
}

public fun BooleanArray.lastOrNull(): Boolean? {
    return if (isEmpty()) null else this[size - 1]
}

public fun CharArray.lastOrNull(): Char? {
    return if (isEmpty()) null else this[size - 1]
}

public inline fun <T> Array<out T>.lastOrNull(predicate: (T) -> Boolean): T? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

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

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

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

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

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

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

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

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

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.random(): T {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ByteArray.random(): Byte {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun ShortArray.random(): Short {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntArray.random(): Int {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongArray.random(): Long {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun FloatArray.random(): Float {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun DoubleArray.random(): Double {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun BooleanArray.random(): Boolean {
    return random(Random)
}

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharArray.random(): Char {
    return random(Random)
}
```

Open Source Used In DCNM 12 12.0(2) 3575
this array.

*Throws* NoSuchElementException if this array is empty.

*Throws* NoSuchElementException if this array is empty.

*Throws* NoSuchElementException if this array is empty.

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*Throws* NoSuchElementException if this array is empty.
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun IntArray.randomOrNull(): Int? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun LongArray.randomOrNull(): Long? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun FloatArray.randomOrNull(): Float? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun DoubleArray.randomOrNull(): Double? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun BooleanArray.randomOrNull(): Boolean? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun CharArray.randomOrNull(): Char? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> Array<out T>.randomOrNull(random: Random): T? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun ByteArray.randomOrNull(random: Random): Byte? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun ShortArray.randomOrNull(random: Random): Short? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun IntArray.randomOrNull(random: Random): Int? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun LongArray.randomOrNull(random: Random): Long? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun FloatArray.randomOrNull(random: Random): Float? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun DoubleArray.randomOrNull(random: Random): Double? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun BooleanArray.randomOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharArray.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun <T> Array<out T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}
fun ByteArray.single(): Byte {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun ShortArray.single(): Short {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun IntArray.single(): Int {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun LongArray.single(): Long {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun FloatArray.single(): Float {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun DoubleArray.single(): Double {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun BooleanArray.single(): Boolean {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun CharArray.single(): Char {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as T
}

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

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

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Short
}
NoSuchElementException("Array contains no element matching the predicate.")\n@ Suppress("UNCHECKED_CAST") return single as Int? \n
public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @ Suppress("UNCHECKED_CAST") return single as Float
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun DoubleArray.singleOrNull(): Double? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun BooleanArray.singleOrNull(): Boolean? {
    return if (size == 1) this[0] else null
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
public inline fun CharArray.singleOrNull(): Char? {
    return if (size == 1) this[0] else null
}
found or more than one element was found.

```kotlin
public inline fun <T> Array<out T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

```kotlin
ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

```kotlin
ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

```kotlin
IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

```kotlin
LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

```kotlin
FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

```kotlin
DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

```kotlin
BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

```kotlin
CharArray.singleOrNull(predicate: (Char) -> Boolean): Char? {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

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

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

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

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

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

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

/**
 * Returns a list containing all elements except last [n] elements.
 * 
 * @throws
 * IllegalArgumentException if [n] is negative.
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public fun <T> Array<T>.dropLast(n: Int): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun <T> Array<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

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

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

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

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

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

/**
 * Returns a list containing all elements except last elements that satisfy the given
 * [predicate].
 * 
 * @sample
 * samples.collections.Collections.Transformations.drop
 */
public inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

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

/*
 * Returns a list containing all elements except first elements that satisfy the given [Predicate].
 */
public *inline* fun <T> Array<out T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/*
 * Returns a list containing all elements except first elements that satisfy the given [Predicate].
 */
public *inline* fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {
    var yielding = false
    val list = ArrayList<Byte>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/*
 * Returns a list containing all elements except first elements that satisfy the given [Predicate].
 */
public *inline* fun CharArray.dropWhile(predicate: (Char) -> Boolean): List<Char> {
    var yielding = false
    val list = ArrayList<Char>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/*
 * Returns a list containing all elements except first elements that satisfy the given [Predicate].
 */
public *inline* fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/*
 * Returns a list containing all elements except first elements that satisfy the given [Predicate].
 */
public *inline* fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    var yielding = false
    val list = ArrayList<Float>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/*
 * Returns a list containing all elements except first elements that satisfy the given [Predicate].
 */
public *inline* fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {
    var yielding = false
    val list = ArrayList<Int>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/*
 * Returns a list containing all elements except first elements that satisfy the given [Predicate].
 */
public *inline* fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {
    var yielding = false
    val list = ArrayList<Long>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/*
 * Returns a list containing all elements except first elements that satisfy the given [Predicate].
 */
public *inline* fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    var yielding = false
    val list = ArrayList<Short>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}
public inline fun IntArray.filter(predicate: (Int) -> Boolean): List<Int> {
    return filterTo(ArrayList<Int>(), predicate)\n        \n    \n}

public inline fun LongArray.filter(predicate: (Long) -> Boolean): List<Long> {
    return filterTo(ArrayList<Long>(), predicate)\n        \n    \n}

public inline fun FloatArray.filter(predicate: (Float) -> Boolean): List<Float> {
    return filterTo(ArrayList<Float>(), predicate)\n        \n    \n}

public inline fun DoubleArray.filter(predicate: (Double) -> Boolean): List<Double> {
    return filterTo(ArrayList<Double>(), predicate)\n        \n    \n}

public inline fun BooleanArray.filter(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterTo(ArrayList<Boolean>(), predicate)\n        \n    \n}

public inline fun CharArray.filter(predicate: (Char) -> Boolean): List<Char> {
    return filterTo(ArrayList<Char>(), predicate)\n        \n    \n}

/**
 * Returns a list containing only elements matching the given 
 * \[predicate\].
 */
public inline fun <T> Array<out T>.filterIndexed(predicate: (index: Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)\n        \n    \n}

/**
 * Returns a list containing only elements matching the given 
 * \[predicate\].
 */
public inline fun ByteArray.filterIndexed(predicate: (index: Int, Byte) -> Boolean): List<Byte> {
    return filterIndexedTo(ArrayList<Byte>(), predicate)\n        \n    \n}

/**
 * Returns a list containing only elements matching the given 
 * \[predicate\].
 */
public inline fun ShortArray.filterIndexed(predicate: (index: Int, Short) -> Boolean): List<Short> {
    return filterIndexedTo(ArrayList<Short>(), predicate)\n        \n    \n}

/**
 * Returns a list containing only elements matching the given 
 * \[predicate\].
 */
public inline fun IntArray.filterIndexed(predicate: (index: Int, Int) -> Boolean): List<Int> {
    return filterIndexedTo(ArrayList<Int>(), predicate)\n        \n    \n}

/**
 * Returns a list containing only elements matching the given 
 * \[predicate\].
 */
public inline fun LongArray.filterIndexed(predicate: (index: Int, Long) -> Boolean): List<Long> {
    return filterIndexedTo(ArrayList<Long>(), predicate)\n        \n    \n}

/**
 * Returns a list containing only elements matching the given 
 * \[predicate\].
 */
public inline fun FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float> {
    return filterIndexedTo(ArrayList<Float>(), predicate)\n        \n    \n}

/**
 * Returns a list containing only elements matching the given 
 * \[predicate\].
 */
public inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(ArrayList<Double>(), predicate)\n        \n    \n}

/**
 * Returns a list containing only elements matching the given 
 * \[predicate\].
 */
public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {
    return filterIndexedTo(ArrayList<Boolean>(), predicate)\n        \n    \n}

/**
 * Returns a list containing only elements matching the given 
 * \[predicate\].
 */
public inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> {
    return filterIndexedTo(ArrayList<Char>(), predicate)\n        \n    \n}

/**
 * Appends all elements matching the given \[predicate\]
 * to the given \[destination\].
 */
public inline fun forEachIndexed [
index, element ->\n    if (predicate(index, element)) destination.add(element)\n    return destination
}  * Appends all elements matching the given [predicate] to the given [destination].\n @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.\n
ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  * Appends all elements matching the given [predicate] to the given [destination].\n @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.\n
IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  * Appends all elements matching the given [predicate] to the given [destination].\n @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.\n
LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  * Appends all elements matching the given [predicate] to the given [destination].\n @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.\n
FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  * Appends all elements matching the given [predicate] to the given [destination].\n @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.\n
DoubleArray.filterIndexedTo(destination: C, predicate: (index: Int, Double) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  * Appends all elements matching the given [predicate] to the given [destination].\n @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.\n
CharArray.filterIndexedTo(destination: C, predicate: (index: Int, Char) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  * Appends all elements matching the given [predicate] to the given [destination].\n @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.\n
String.filterIndexedTo(destination: C, predicate: (index: Int, String) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  * Appends all elements matching the given [predicate] to the given [destination].\n @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.\n
List.filterIndexedTo(destination: C, predicate: (index: Int, List) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  * Appends all elements matching the given [predicate] to the given [destination].\n @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.\n
Any.filterIndexedTo(destination: C, predicate: (index: Int, Any) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}  * Appends all elements matching the given [predicate] to the given [destination].\n @param [predicate] function that takes the index of an element and the element itself and returns the result of predicate evaluation on the element.\n
Array.<T>.filterNot(predicate: (T) -> Boolean): List<T> {
    return filterNotTo(ArrayList<T>(), predicate)
}  * Returns a list containing all elements not matching the given [predicate].\n
Array.<T>.filterIsInstance(): List<@kotlin.internal.NoInfer T> {
    return filterIsInstanceTo(ArrayList<T>())
}  * Returns a list containing all elements that are instances of specified type parameter R.\n
Array.<R>.filterIsInstance(): List<R> {
    return filterIsInstanceTo(ArrayList<R>())
}  * Returns all elements that are instances of specified type parameter R to the given [destination].\n
Array.<T>.filterNotTo(ArrayList<T>(), predicate): List<T>  * Returns a list containing all elements not matching the given [predicate].\n
List.<T>.filterNotTo(ArrayList<T>(), predicate): List<T>  * Returns a list containing all elements not matching the given [predicate].\n
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given [predicate].

//public inline fun ByteArray.filterNot(predicate: (Byte) -> Boolean): List<Byte> {
    return filterNotTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun ShortArray.filterNot(predicate: (Short) -> Boolean): List<Short> {
    return filterNotTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun IntArray.filterNot(predicate: (Int) -> Boolean): List<Int> {
    return filterNotTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun LongArray.filterNot(predicate: (Long) -> Boolean): List<Long> {
    return filterNotTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun FloatArray.filterNot(predicate: (Float) -> Boolean): List<Float> {
    return filterNotTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun DoubleArray.filterNot(predicate: (Double) -> Boolean): List<Double> {
    return filterNotTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun BooleanArray.filterNot(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterNotTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
public inline fun CharArray.filterNot(predicate: (Char) -> Boolean): List<Char> {
    return filterNotTo(ArrayList<Char>(), predicate)
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterNotTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Byte>> ByteArray.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Short>> ShortArray.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}
T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element))
    destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element))
    destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element))
    destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element))
    destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element))
    destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element))
    destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element))
    destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
    for (element in this) if (predicate(element))
    destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (predicate(element))
    destination.add(element)
    return destination
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun <T> Array<out T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ByteArray.slice(indices: IntRange): List<Byte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun ShortArray.slice(indices: IntRange): List<Short> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun IntArray.slice(indices: IntRange): List<Int> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun LongArray.slice(indices: IntRange): List<Long> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun FloatArray.slice(indices: IntRange): List<Float> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun DoubleArray.slice(indices: IntRange): List<Double> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun BooleanArray.slice(indices: IntRange): List<Boolean> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at indices in the specified [indices] range.
 */
public fun CharArray.slice(indices: IntRange): List<Char> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun <T> Array<out
var targetIndex = 0
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }

DoubleArray.sliceArray(indices: Collection<Int>): DoubleArray {
    val result = DoubleArray(indices.size)
    var result
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun FloatArray.sliceArray(indices: Collection<Int>): FloatArray {
    val result = FloatArray(indices.size)
    var result
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun LongArray.sliceArray(indices: Collection<Int>): LongArray {
    val result = LongArray(indices.size)
    var result
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun IntArray.sliceArray(indices: Collection<Int>): IntArray {
    val result = IntArray(indices.size)
    var result
}

/**
 * Returns an array containing elements at specified [indices].
 */
public fun CharArray.slice(indices: Iterable<Int>): List<Char> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()<T>
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun BooleanArray.slice(indices: Collection<Int>): List<Boolean> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()<T>
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ByteArray.slice(indices: Collection<Int>): List<Byte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()<T>
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ShortArray.slice(indices: Collection<Int>): List<Short> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()<T>
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ByteArray.slice(indices: Collection<Int>): List<Byte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()<T>
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun CharArray.slice(indices: Collection<Int>): List<Char> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()<T>
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun BooleanArray.slice(indices: Collection<Int>): List<Boolean> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()<T>
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ByteArray.slice(indices: Collection<Int>): List<Byte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()<T>
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ShortArray.slice(indices: Collection<Int>): List<Short> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()<T>
    for (index in indices) {
        list.add(get(index))
    }
    return list
}

/**
 * Returns a list containing elements at specified [indices].
 */
public fun ByteArray.slice(indices: Collection<Int>): List<Byte> {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return emptyList()
return result
*/

* Returns an array containing elements of this array at specified [indices].
*/

public fun BooleanArray.sliceArray(indices: Collection<Int>): BooleanArray {
    var targetIndex = 0
    return result[targetIndex++] = this[targetIndex++]
    for (sourceIndex in indices) {
        result[targetIndex++] = this[sourceIndex]
    }
    return result
}
a list containing first [n] elements.
* @throws IllegalArgumentException if [n] is negative.
* Returns a list containing first [n] elements.

```kotlin
public fun IntArray.takeLast(n: Int): List<Int> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList<Int>()
    if (n >= size) return toList<Int>()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Int>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

```kotlin
public fun ShortArray.takeLast(n: Int): List<Short> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList<Short>()
    if (n >= size) return toList<Short>()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Short>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

```kotlin
public fun ByteArray.takeLast(n: Int): List<Byte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList<Byte>()
    if (n >= size) return toList<Byte>()
    if (n == 1) return listOf(this[size - 1])
    var count = 0
    val list = ArrayList<Byte>(n)
    for (item in this)
        list.add(item)
        if (++count == n)
            break
    return list
}
```

```kotlin
public fun <T> Array<out T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList<T>()
    if (n >= size) return toList<T>()
    if (n == 1) return listOf(this[size - 1])
    var count = 0
    val list = ArrayList<T>(n)
    for (item in this)
        list.add(item)
        if (++count == n)
            break
    return list
}
```

```kotlin
public fun DoubleArray.take(n: Int): List<Double> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList<Double>()
    if (n >= size) return toList<Double>()
    if (n == 1) return listOf(this[size - 1])
    var count = 0
    val list = ArrayList<Double>(n)
    for (item in this)
        list.add(item)
        if (++count == n)
            break
    return list
}
```

```kotlin
public fun FloatArray.take(n: Int): List<Float> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList<Float>()
    if (n >= size) return toList<Float>()
    if (n == 1) return listOf(this[size - 1])
    var count = 0
    val list = ArrayList<Float>(n)
    for (item in this)
        list.add(item)
        if (++count == n)
            break
    return list
}
```

```kotlin
public fun LongArray.take(n: Int): List<Long> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList<Long>()
    if (n >= size) return toList<Long>()
    if (n == 1) return listOf(this[size - 1])
    var count = 0
    val list = ArrayList<Long>(n)
    for (item in this)
        list.add(item)
        if (++count == n)
            break
    return list
}
```
public fun LongArray.takeLast(n: Int): List<Long> {
    \n require(n >= 0) { \"Requested element count Sn is less than zero.\" }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n == size) return toList()\n    if (n >= 1) return listOf(this[size - 1])\n    val list = ArrayList<Long>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

public fun FloatArray.takeLast(n: Int): List<Float> {
    \n require(n >= 0) { \"Requested element count Sn is less than zero.\" }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n == size) return toList()\n    if (n >= 1) return listOf(this[size - 1])\n    val list = ArrayList<Float>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

public fun IntArray.takeLast(n: Int): List<Int> {
    \n require(n >= 0) { \"Requested element count Sn is less than zero.\" }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n == size) return toList()\n    if (n >= 1) return listOf(this[size - 1])\n    val list = ArrayList<Int>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

public fun ShortArray.takeLast(n: Int): List<Short> {
    \n require(n >= 0) { \"Requested element count Sn is less than zero.\" }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n == size) return toList()\n    if (n >= 1) return listOf(this[size - 1])\n    val list = ArrayList<Short>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

public fun ByteArray.takeLast(n: Int): List<Byte> {
    \n require(n >= 0) { \"Requested element count Sn is less than zero.\" }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n == size) return toList()\n    if (n >= 1) return listOf(this[size - 1])\n    val list = ArrayList<Byte>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

public fun CharArray.takeLast(n: Int): List<Char> {
    require(n >= 0) { \"Requested element count Sn is less than zero.\" }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n == size) return toList()\n    if (n >= 1) return listOf(this[size - 1])\n    val list = ArrayList<Char>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

public fun BooleanArray.takeLast(n: Int): List<Boolean> {
    require(n >= 0) { \"Requested element count Sn is less than zero.\" }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n == size) return toList()\n    if (n >= 1) return listOf(this[size - 1])\n    val list = ArrayList<Boolean>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

public fun <T> Array<out T>.takeLast(n: Int): List<T> {
    \n require(n >= 0) { \"Requested element count Sn is less than zero.\" }\n    if (n == 0) return emptyList()\n    val size = size\n    if (n == size) return toList()\n    if (n >= 1) return listOf(this[size - 1])\n    val list = ArrayList<T>(n)\n    for (index in size - n until size)\n        list.add(this[index])\n    return list
}

downTo 0) { if (!predicate(this[index])) { return drop(index + 1) } } return toList() } val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }

/**
 * Reverses elements in the array in-place.
 */
public fun ByteArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in reverseIndex--
    }
}

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

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

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

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

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

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

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

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

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

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * @sample samples.collections.Collections.Transformations.take
 */
public inline fun CharArray.takeLastWhile(predicate: (Char) -> Boolean): List<Char> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index]))
            return
        list.add(this[index])
    }
    return toList() }
IntArray.reversed(): Unit {\n    val midPoint = (size / 2) - 1 \n    if (midPoint < 0) return \n    var reverseIndex = lastIndex \n    for (index in 0..midPoint) \n        val tmp = this[index] \n        this[index] = this[reverseIndex] \n        this[reverseIndex] = tmp
    return
}

ByteArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1 \n    if (midPoint < 0) return \n    var reverseIndex = lastIndex \n    for (index in 0..midPoint) \n        val tmp = this[index] \n        this[index] = this[reverseIndex] \n        this[reverseIndex] = tmp
    return
}

CharArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1 \n    if (midPoint < 0) return \n    var reverseIndex = lastIndex \n    for (index in 0..midPoint) \n        val tmp = this[index] \n        this[index] = this[reverseIndex] \n        this[reverseIndex] = tmp
    return
}

BooleanArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1 \n    if (midPoint < 0) return \n    var reverseIndex = lastIndex \n    for (index in 0..midPoint) \n        val tmp = this[index] \n        this[index] = this[reverseIndex] \n        this[reverseIndex] = tmp
    return
}

IntArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1 \n    if (midPoint < 0) return \n    var reverseIndex = lastIndex \n    for (index in 0..midPoint) \n        val tmp = this[index] \n        this[index] = this[reverseIndex] \n        this[reverseIndex] = tmp
    return
}

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

IntArray.reversed(): List<Int> {\n    if (isEmpty()) return emptyList() \n    val list = toMutableList() \n    list.reverse() \n    return list
}

IntArray.reverseArray(): IntArray {\n    if (isEmpty()) return this \n    var list = IntArray(size) \n    val lastIndex = lastIndex \n    for (i in 0..lastIndex) \n        list[i] = this[i]
    return list
}

CharArray.reversedArray(): CharArray {\n    if (isEmpty()) return this \n    var list = CharArray(size) \n    val lastIndex = lastIndex \n    for (i in 0..lastIndex) \n        list[i] = this[i]
    return list
}

CharArray.reverseArray(): CharArray {\n    if (isEmpty()) return this \n    var list = CharArray(size) \n    val lastIndex = lastIndex \n    for (i in 0..lastIndex) \n        list[i] = this[i]
    return list
}

ByteArray.reversedArray(): ByteArray {\n    if (isEmpty()) return emptyList() \n    val list = toMutableList() \n    list.reverse() \n    return list
}

ByteArray.reverseArray(): ByteArray {\n    if (isEmpty()) return this \n    var list = ByteArray(size) \n    val lastIndex = lastIndex \n    for (i in 0..lastIndex) \n        list[i] = this[i]
    return list
}

ByteArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1 \n    if (midPoint < 0) return \n    var reverseIndex = lastIndex \n    for (index in 0..midPoint) \n        val tmp = this[index] \n        this[index] = this[reverseIndex] \n        this[reverseIndex] = tmp
    return
}

ByteArray.reverseArray(): ByteArray {\n    if (isEmpty()) return emptyList() \n    val list = toMutableList() \n    list.reverse() \n    return list
}

ByteArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1 \n    if (midPoint < 0) return \n    var reverseIndex = lastIndex \n    for (index in 0..midPoint) \n        val tmp = this[index] \n        this[index] = this[reverseIndex] \n        this[reverseIndex] = tmp
    return
}

ByteArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1 \n    if (midPoint < 0) return \n    var reverseIndex = lastIndex \n    for (index in 0..midPoint) \n        val tmp = this[index] \n        this[index] = this[reverseIndex] \n        this[reverseIndex] = tmp
    return
}

ByteArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1 \n    if (midPoint < 0) return \n    var reverseIndex = lastIndex \n    for (index in 0..midPoint) \n        val tmp = this[index] \n        this[index] = this[reverseIndex] \n        this[reverseIndex] = tmp
    return
}

ByteArray.reverse(): Unit {\n    val midPoint = (size / 2) - 1 \n    if (midPoint < 0) return \n    var reverseIndex = lastIndex \n    for (index in 0..midPoint) \n        val tmp = this[index] \n        this[index] = this[reverseIndex] \n        this[reverseIndex] = tmp
    return
}
public fun FloatArray.sorted(): List<Float> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun LongArray.sorted(): List<Long> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ShortArray.sorted(): List<Short> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun ByteArray.sorted(): List<Byte> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun BooleanArray.sorted(): List<Boolean> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun BooleanArray.sorted(): List<Boolean> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun BooleanArray.sorted(): List<Boolean> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun BooleanArray.sorted(): List<Boolean> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun BooleanArray.sorted(): List<Boolean> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun BooleanArray.sorted(): List<Boolean> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun BooleanArray.sorted(): List<Boolean> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun CharArray.sorted(): List<Char> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun DoubleArray.sorted(): List<Double> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun IntArray.sorted(): List<Int> {
    return toTypedArray().apply { sort() }.asList()
}

/**
 * Returns a list of all elements sorted according to their natural sort order.
 */
public fun BooleanArray.sorted(): List<Boolean> {
    return toTypedArray().apply { sort() }.asList()
Returns a list of all elements sorted according to their natural sort order.

Returns a list of all elements sorted according to their natural sort order.

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

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

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The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
return sortedWith(compareBy(selector))

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

ByteArray.sortedBy(selector: (Byte) -> R?): List<Byte> {

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

ShortArray.sortedBy(selector: (Short) -> R?): List<Short> {

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

IntArray.sortedBy(selector: (Int) -> R?): List<Int> {

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

LongArray.sortedBy(selector: (Long) -> R?): List<Long> {

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

FloatArray.sortedBy(selector: (Float) -> R?): List<Float> {

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

DoubleArray.sortedBy(selector: (Double) -> R?): List<Double> {

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

BooleanArray.sortedBy(selector: (Boolean) -> R?): List<Boolean> {

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

CharArray.sortedBy(selector: (Char) -> R?): List<Char> {

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

ByteArray.sortedByDescending(selector: (Byte) -> R?): List<Byte> {

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

ShortArray.sortedByDescending(selector: (Short) -> R?): List<Short> {

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

IntArray.sortedByDescending(selector: (Int) -> R?): List<Int> {

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

LongArray.sortedByDescending(selector: (Long) -> R?): List<Long> {

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

FloatArray.sortedByDescending(selector: (Float) -> R?): List<Float> {

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

DoubleArray.sortedByDescending(selector: (Double) -> R?): List<Double> {

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

BooleanArray.sortedByDescending(selector: (Boolean) -> R?): List<Boolean> {

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

CharArray.sortedByDescending(selector: (Char) -> R?): List<Char> {

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

ByteArray.sortedByDescen
Comparable<R>> BooleanArray.sortedByDescending(crossinline selector: (Boolean) -> R?): List<Boolean> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to their natural sort order. 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public inline fun <R : Comparable<R>> CharArray.sortedByDescending(crossinline selector: (Char) -> R?): List<Char> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a list of all elements sorted according to their natural sort order. 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Array<out T>.sortedDescending(): List<T> {
    return sortedArrayWith(reverseOrder()).asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun ByteArray.sortedWith(comparator: Comparator<in Byte>): List<Byte> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun ShortArray.sortedWith(comparator: Comparator<in Short>): List<Short> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun DoubleArray.sortedWith(comparator: Comparator<in Double>): List<Double> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun FloatArray.sortedWith(comparator: Comparator<in Float>): List<Float> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun IntArray.sortedWith(comparator: Comparator<in Int>): List<Int> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun LongArray.sortedWith(comparator: Comparator<in Long>): List<Long> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun BooleanArray.sortedWith(comparator: Comparator<in Boolean>): List<Boolean> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 */
public fun CharArray.sortedWith(comparator: Comparator<in Char>): List<Char> {
    return toTypedArray().apply { sortWith(comparator) }.asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun <T> Array<out T>.asList(): List<T>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun ByteArray.asList(): List<Byte>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun ShortArray.asList(): List<Short>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun IntArray.asList(): List<Int>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun LongArray.asList(): List<Long>
FloatArray.asList(): List<Float>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun DoubleArray.asList(): List<Double>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun BooleanArray.asList(): List<Boolean>

/**
 * Returns a [List] that wraps the original array.
 */
public expect fun CharArray.asList(): List<Char>

/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
public expect infix fun <T> Array<out T>.contentDeepEquals(other: Array<out T>): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
public expect infix fun ByteArray.contentEquals(other: ByteArray): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
public expect infix fun ShortArray.contentEquals(other: ShortArray): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
public expect infix fun IntArray.contentEquals(other: IntArray): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
public expect infix fun LongArray.contentEquals(other: LongArray): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
public expect infix fun FloatArray.contentEquals(other: FloatArray): Boolean

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 */
public expect infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean

}
doesn't fit into the [destination] array starting at the specified [destinationOffset].
The [destination] array indices range.

It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

It's allowed to pass the same array in the [destination] array and returns that array.

It's allowed to pass the same array in the [destination] array and returns that array.

When [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

When [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

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When [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
[destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param destination the array to copy to, 0 by default.
* @param destinationOffset the position in the [destination] array to copy to.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. It's allowed to pass the same array in the [destination] array and returns that array.
* @param destination the array to copy to, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @param destinationOffset the position in the [destination] array to copy to.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. It's allowed to pass the same array in the [destination] array and returns that array.
* @param destination the array to copy to, 0 by default.
* @param destinationOffset the position in the [destination] array to copy to.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. It's allowed to pass the same array in the [destination] array and returns that array.
* @param destination the array to copy to, 0 by default.
* @param destinationOffset the position in the [destination] array to copy to.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. It's allowed to pass the same array in the [destination] array and returns that array.
* @param destination the array to copy to, 0 by default.
* @param destinationOffset the position in the [destination] array to copy to.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. It's allowed to pass the same array in the [destination] array and returns that array.
Returns new array which is a copy of the original array.

```
samples.collections.Arrays.CopyOfOperations.copyOf()
```

```
public expect fun LongArray.copyOf(): LongArray
```

```
/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
```

```
public expect fun FloatArray.copyOf(): FloatArray
```

```
/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
```

```
public expect fun DoubleArray.copyOf(): DoubleArray
```

```
/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
```

```
public expect fun BooleanArray.copyOf(): BooleanArray
```

```
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * 
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

```

```
public expect fun ShortArray.copyOf(newSize: Int): ShortArray
```

```
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * 
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

```

```
public expect fun CharArray.copyOf(newSize: Int): CharArray
```

```
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * 
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

```

```
public expect fun ByteArray.copyOf(newSize: Int): ByteArray
```

```
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * 
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

```

```
public expect fun IntArray.copyOf(newSize: Int): IntArray
```

```
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * 
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

```

```
public expect fun LongArray.copyOf(newSize: Int): LongArray
```

```
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * 
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
```

```
public expect fun FloatArray.copyOf(newSize: Int): FloatArray
```

```
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * 
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
```

```
public expect fun DoubleArray.copyOf(newSize: Int): DoubleArray
```

```
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * 
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`).
```

Sample code: 
```
ByteArray.copyOf(newSize: Int):_BYTEARRAY

CharArray.copyOf(newSize: Int):_CHARARRAY

DoubleArray.copyOf(newSize: Int):_DOUBLEARRAY

IntArray.copyOf(newSize: Int): _INTARRAY

LongArray.copyOf(newSize: Int):_LONGARRAY

FloatArray.copyOf(newSize: Int):_FLOATARRAY
```
values if necessary.

- If \[\text{newSize}\] is less than the size of the original array, the copy array is truncated to the
  \[\text{newSize}\].

- If \[\text{newSize}\] is greater than the size of the original array, the extra elements in the copy array are
  filled with null char (\'\u0000\') values.

@sample


samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

@public expect fun CharArray.copyOf(newSize: Int): CharArray

/**
 * Returns new array which is a copy of the specified range of the original array, resized to the given
 * \[\text{newSize}\].

- If \[\text{newSize}\] is less than the size of the original array, the copy array is truncated to the
  \[\text{newSize}\].

- If \[\text{newSize}\] is greater than the size of the original array, the extra elements in the copy array are
  filled with \'null\' values.

@sample


samples.collections.Arrays.CopyOfOperations.resizedCopyOf

@public expect fun <T> Array<T>.copyOf(newSize: Int): Array<T>

/**
 * Returns a new array which is a copy of the specified range of the original array, sized to the given \[\text{newSize}\].

- If \[\text{newSize}\] is less than the size of the original array, the copy array is truncated to the
  \[\text{newSize}\].

- If \[\text{newSize}\] is greater than the size of the original array, the extra elements in the copy array are
  filled with \'null\' values.

@sample


samples.collections.Arrays.CopyOfOperations.resizedCopyOf

@public expect fun <T> Array<T>.copyOfRange(fromIndex: Int, toIndex: Int): Array<T>

/**
 * Returns a new array which is a copy of the specified range of the original array.

- If \[\text{fromIndex}\] is less than zero or \[\text{toIndex}\] is greater than the size of this array, size of this array by default.

@throws


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

@throws


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

```kotlin
@SinceKotlin("1.3")
public expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit
```
get() = IntRange(0, lastIndex)/* Returns 'true' if the array is empty.

*\n@kotlin.internal.InlineOnly\public inline fun <T> Array\<T>.isEmpty(): Boolean {\n    return size == 0\n}

Returns 'true' if the array is empty. /*\n@kotlin.internal.InlineOnly\public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0\n}

Returns 'true' if the array is empty. /*\n@kotlin.internal.InlineOnly\public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0\n}

Returns 'true' if the array is empty. /*\n@kotlin.internal.InlineOnly\public inline fun IntArray.isEmpty(): Boolean {
    return size == 0\n}

Returns 'true' if the array is empty. /*\n@kotlin.internal.InlineOnly\public inline fun LongArray.isEmpty(): Boolean {
    return size == 0\n}

Returns 'true' if the array is empty. /*\n@kotlin.internal.InlineOnly\public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0\n}

Returns 'true' if the array is empty. /*\n@kotlin.internal.InlineOnly\public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0\n}

Returns 'true' if the array is empty. /*\n@kotlin.internal.InlineOnly\public inline fun CharArray.isEmpty(): Boolean {
    return size == 0\n}

Returns 'true' if the array is empty. /*\n@kotlin.internal.InlineOnly\public inline fun Array\<T>.isEmpty(): Boolean {
    return size == 0\n}

Returns 'true' if the array is empty. /*\n@kotlin.internal.InlineOnly\public inline val <T> Array\<T>.lastIndex: Int
    get() = size - 1

Returns the last valid index for the array. */\n@public val <T> Array\<T>.lastIndex: Int
    get() = size - 1

Returns the last valid index for the array. */\n@public val ByteArray.lastIndex: Int
    get() = size - 1

Returns the last valid index for the array. */\n@public val ShortArray.lastIndex: Int
    get() = size - 1

Returns the last valid index for the array. */\n@public val IntArray.lastIndex: Int
    get() = size - 1

Returns the last valid index for the array. */\n@public val LongArray.lastIndex: Int
    get() = size - 1

Returns the last valid index for the array. */\n@public val FloatArray.lastIndex: Int
    get() = size - 1

Returns the last valid index for the array. */\n@public val DoubleArray.lastIndex: Int
    get() = size - 1

Returns the last valid index for the array. */\n@public val CharArray.lastIndex: Int
    get() = size - 1

Returns the last valid index for the array. */\n@public val ByteArray(plus: Byte): ByteArray
    {\n        return this + Byte
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun <T> Array\<T>.plus(element: T): Array\<T>
    {\n        return this + T
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun ByteArray(plus: Byte): ByteArray
    {\n        return this + Byte
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun ShortArray(plus: Short): ShortArray
    {\n        return this + Short
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun IntArray(plus: Int): IntArray
    {\n        return this + Int
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun LongArray(plus: Long): LongArray
    {\n        return this + Long
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun CharArray(plus: Char): CharArray
    {\n        return this + Char
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun BooleanArray(plus: Boolean): BooleanArray
    {\n        return this + Boolean
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun FloatArray(plus: Float): FloatArray
    {\n        return this + Float
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun DoubleArray(plus: Double): DoubleArray
    {\n        return this + Double
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator funByteArray(plus: Byte): ByteArray
    {\n        return this + Byte
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun ShortArray(plus: Short): ShortArray
    {\n        return this + Short
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun IntArray(plus: Int): IntArray
    {\n        return this + Int
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun LongArray(plus: Long): LongArray
    {\n        return this + Long
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun CharArray(plus: Char): CharArray
    {\n        return this + Char
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun BooleanArray(plus: Boolean): BooleanArray
    {\n        return this + Boolean
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun FloatArray(plus: Float): FloatArray
    {\n        return this + Float
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun DoubleArray(plus: Double): DoubleArray
    {\n        return this + Double
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun ByteArray(plus: Byte): ByteArray
    {\n        return this + Byte
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun ShortArray(plus: Short): ShortArray
    {\n        return this + Short
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun IntArray(plus: Int): IntArray
    {\n        return this + Int
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun LongArray(plus: Long): LongArray
    {\n        return this + Long
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun CharArray(plus: Char): CharArray
    {\n        return this + Char
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun BooleanArray(plus: Boolean): BooleanArray
    {\n        return this + Boolean
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun FloatArray(plus: Float): FloatArray
    {\n        return this + Float
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun DoubleArray(plus: Double): DoubleArray
    {\n        return this + Double
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun ByteArray(plus: Byte): ByteArray
    {\n        return this + Byte
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator fun ShortArray(plus: Short): ShortArray
    {\n        return this + Short
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator function <T> Array\<T>.plus(element: T): Array\<T>
    {\n        return this + T
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator function ByteArray(plus: Byte): ByteArray
    {\n        return this + Byte
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator function ShortArray(plus: Short): ShortArray
    {\n        return this + Short
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator function IntArray(plus: Int): IntArray
    {\n        return this + Int
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator function LongArray(plus: Long): LongArray
    {\n        return this + Long
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator function CharArray(plus: Char): CharArray
    {\n        return this + Char
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator function BooleanArray(plus: Boolean): BooleanArray
    {\n        return this + Boolean
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator function FloatArray(plus: Float): FloatArray
    {\n        return this + Float
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator function DoubleArray(plus: Double): DoubleArray
    {\n        return this + Double
    }

Returns an array containing all elements of the original array and then the given [element]. */\n@public expect operator function
mapCapacity(size).coerceAtLeast(16) \n    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)\n}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function \n * applied to elements of the given array. \n * \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n * The returned map preserves the entry iteration order of the original array. \n * @sample
 * samples.collections.Arrays.Transformations.associateArrayOfPrimitives
 */
public inline fun <K, V>
    ShortArray.associate(transform: (Short) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
}
/**
 * Returns a [Map] containing key-value pairs provided by [transform] function \n * applied to elements of the given array. \n * \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n * The returned map preserves the entry iteration order of the original array. \n * @sample
 * samples.collections.Arrays.Transformations.associateArrayOfPrimitives
 */
public inline fun <K, V>
    IntArray.associate(transform: (Int) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
}
/**
 * Returns a [Map] containing key-value pairs provided by [transform] function \n * applied to elements of the given array. \n * \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n * The returned map preserves the entry iteration order of the original array. \n * @sample
 * samples.collections.Arrays.Transformations.associateArrayOfPrimitives
 */
public inline fun <K, V>
    LongArray.associate(transform: (Long) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
}
/**
 * Returns a [Map] containing key-value pairs provided by [transform] function \n * applied to elements of the given array. \n * \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n * The returned map preserves the entry iteration order of the original array. \n * @sample
 * samples.collections.Arrays.Transformations.associateArrayOfPrimitives
 */
public inline fun <K, V>
    FloatArray.associate(transform: (Float) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
}
/**
 * Returns a [Map] containing key-value pairs provided by [transform] function \n * applied to elements of the given array. \n * \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n * The returned map preserves the entry iteration order of the original array. \n * @sample
 * samples.collections.Arrays.Transformations.associateArrayOfPrimitives
 */
public inline fun <K, V>
    DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
}
/**
 * Returns a [Map] containing key-value pairs provided by [transform] function \n * applied to elements of the given array. \n * \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n * The returned map preserves the entry iteration order of the original array. \n * @sample
 * samples.collections.Arrays.Transformations.associateArrayOfPrimitives
 */
public inline fun <K, V>
    BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
}
/**
 * Returns a [Map] containing key-value pairs provided by [transform] function \n * applied to elements of the given array. \n * \n * If any of two pairs would have the same key the last one gets added to the map. \n * \n * The returned map preserves the entry iteration order of the original array. \n * @sample
 * samples.collections.Arrays.Transformations.associateArrayOfPrimitives
 */
public inline fun <K, V>
    CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity),
    transform)
}
Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity),
        keySelector):* *\n
    // Returns a [Map] containing the elements from the given array indexed by the key
    // returned from [keySelector] function applied to each element: * *\n    // If any two elements would have the same key
    // returned by [keySelector] the last one gets added to the map: * *\n    // The returned map preserves the entry iteration order of the original array: * *\n
    // sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
    // /sample
}

ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Byte>(capacity),
        keySelector):* *\n
    // Returns a [Map] containing the elements from the given array indexed by the key
    // returned from [keySelector] function applied to each element: * *\n    // If any two elements would have the same key
    // returned by [keySelector] the last one gets added to the map: * *\n    // The returned map preserves the entry iteration order of the original array: * *\n
    // sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
    // /sample
}

ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Short>(capacity),
        keySelector):* *\n
    // Returns a [Map] containing the elements from the given array indexed by the key
    // returned from [keySelector] function applied to each element: * *\n    // If any two elements would have the same key
    // returned by [keySelector] the last one gets added to the map: * *\n    // The returned map preserves the entry iteration order of the original array: * *\n
    // sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
    // /sample
}

IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Int>(capacity),
        keySelector):* *\n
    // Returns a [Map] containing the elements from the given array indexed by the key
    // returned from [keySelector] function applied to each element: * *\n    // If any two elements would have the same key
    // returned by [keySelector] the last one gets added to the map: * *\n    // The returned map preserves the entry iteration order of the original array: * *\n
    // sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
    // /sample
}

LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Long>(capacity),
        keySelector):* *\n
    // Returns a [Map] containing the elements from the given array indexed by the key
    // returned from [keySelector] function applied to each element: * *\n    // If any two elements would have the same key
    // returned by [keySelector] the last one gets added to the map: * *\n    // The returned map preserves the entry iteration order of the original array: * *\n
    // sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
    // /sample
}

FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Float>(capacity),
        keySelector):* *\n
    // Returns a [Map] containing the elements from the given array indexed by the key
    // returned from [keySelector] function applied to each element: * *\n    // If any two elements would have the same key
    // returned by [keySelector] the last one gets added to the map: * *\n    // The returned map preserves the entry iteration order of the original array: * *\n
    // sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
    // /sample
}

DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity),
        keySelector):* *\n
    // Returns a [Map] containing the elements from the given array indexed by the key
    // returned from [keySelector] function applied to each element: * *\n    // If any two elements would have the same key
    // returned by [keySelector] the last one gets added to the map: * *\n    // The returned map preserves the entry iteration order of the original array: * *\n
    // sample
    samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
    // /sample
}
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/*
 * @sample
 */

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/*
 * @sample
 */

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy

/*
 * @sample
 */
the entry iteration order of the original array.

```kotlin
fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```kotlin
fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```kotlin
fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

```kotlin
fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
```

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

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

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

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array
 * and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, M : MutableMap<in K, in Long>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array
 * and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, M : MutableMap<in K, in Float>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array
 * and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, M : MutableMap<in K, in Double>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each element of the given array
 * and value is the element itself.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByTo
 */
public inline fun <K, M : MutableMap<in K, in Boolean>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and
 * and value is provided by the [valueTransform] function applied to elements of the given array
 * and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and
 * and value is provided by the [valueTransform] function applied to elements of the given array.
 * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> ByteArray.associateByTo(destination: M, keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}
the `valueTransform` function applied to elements of the given array.

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

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

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and
 * value is provided by the [valueTransform] function applied to elements of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<K, V>> IntArray.associateByTo(destination: M, keySelector: (Int) -> K, valueTransform: (Int) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and
 * value is provided by the [valueTransform] function applied to elements of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<K, V>> LongArray.associateByTo(destination: M, keySelector: (Long) -> K, valueTransform: (Long) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and
 * value is provided by the [valueTransform] function applied to elements of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<K, V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and
 * value is provided by the [valueTransform] function applied to elements of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<K, V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and
 * value is provided by the [valueTransform] function applied to elements of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<K, V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}
```

```kotlin
/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function and
 * value is provided by the [valueTransform] function applied to elements of the given array.
 * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByToWithValueTransform
 */
public inline fun <K, V, M : MutableMap<K, V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element),
        valueTransform(element))
    }
    return destination
}
```
and returns the [destination] mutable map with key-value pairs\n  * provided by [transform] function applied to each}
element of the given array.\n  * \n  * If any of two pairs would have the same key the last one gets added to the
map.\n  * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo\n
/*public inline fun <T, K, V, M : MutableMap\<K, in V\>, T>> Array\<out T\>.associateTo(destination: M, transform: (T) ->
Pair\<K, V\>): M {\n  for (element in this) {\n    destination += transform(element)\n  }\n  return
}

Populates and returns the [destination] mutable map with key-value pairs\n  * provided by [transform] function applied to each element of the given array.\n  * \n  * If any of two pairs would have the same key the last one gets added to the
map.\n  * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * 
 * If any of two pairs would have the same key the last one gets added to the
map.\n  * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

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 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
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 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
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map.\n  * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * 
 * If any of two pairs would have the same key the last one gets added to the
map.
Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

/**
 * Returns a [List] containing all elements.
 */
public fun LongArray.toList(): List<Long> {
    return when (size) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList().toList()
    }
}
listOf(this[0]) else -> this.toMutableList() }\n}\\n\npublic fun FloatArray.toList(): List<Float> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n    }\n}\\n\npublic fun DoubleArray.toList(): List<Double> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n    }\n}\\n\npublic fun BooleanArray.toList(): List<Boolean> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n    }\n}\\n\npublic fun CharArray.toList(): List<Char> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n    }\n}\\n\npublic fun ByteArray.toList(): List<Byte> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n    }\n}\\n\npublic fun <T> Array<out T>.toList(): List<T> {\n    return when (size) {\n        0 -> emptyList()\n        1 -> listOf(this[0])\n    }\n}\\n\npublic fun ByteArray.toSet(): Set<Byte> {\n    return when (size) {\n        0 -> emptySet()\n        1 -> listOf(this[0])\n    }\n}\\n\npublic fun ShortArray.toSet(): Set<Short> {\n    return when (size) {\n        0 -> emptySet()\n        1 -> listOf(this[0])\n    }\n}\\n\npublic fun IntArray.toSet(): Set<Int> {\n    return when (size) {\n        0 -> emptySet()\n        1 -> listOf(this[0])\n    }\n}\\n\npublic fun CharArray.toSet(): Set<Char> {\n    return when (size) {\n        0 -> emptySet()\n        1 -> listOf(this[0])\n    }\n}\\n\npublic fun ByteArray.toSet(): Set<Byte> {\n    return when (size) {\n        0 -> emptySet()\n        1 -> listOf(this[0])\n    }\n}\\n\npublic fun <T> Array<out T>.toSet(): Set<T> {\n    return when (size) {\n        0 -> emptySet()\n        1 -> listOf(this[0])\n    }\n}
The returned set preserves the element iteration order of the original array.

```kotlin
public fun BooleanArray.toSet(): Set.Boolean {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet:Boolean(mapCapacity(size)))
    }
}
```

Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

```kotlin
public fun CharArray.toSet(): Set.Char {
    return when (size) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet:Char(mapCapacity(size)))
    }
}
```

Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

```kotlin
public inline fun <T, R> Array<out T>.flatMap(transform: (T) -> Iterable<R>): List<R> {
    return flatten(transform)
}
```
list = transform(element)

destination.addAll(list)

destination.addAll(list)

return destination

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

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

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

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

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

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

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

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

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

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

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

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

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

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

```kotlin
@sample samples.collections.Collections.Transformations.groupBy

@public inline fun <K> LongArray.groupBy(keySelector: (Long) -> K): Map<K, List<Long>> {
    return groupByTo(LinkedHashMap<K, MutableList<Long>>(), keySelector)
}

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

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

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

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

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

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

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

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with a list of corresponding values.

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

```

samples.collections.Collections.Transformations.groupByKeysAndValues

```
fun <K, M : MutableMap<K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Byte>() }
        list.add(element)
    }
    return destination
}

fun <K, M : MutableMap<K, MutableList<Short>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Short>() }
        list.add(element)
    }
    return destination
}

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

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

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

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

fun <K, M : MutableMap<K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Boolean>() }
        list.add(element)
    }
    return destination
}
the element* and puts to the [destination] map each group key associated with a list of corresponding values.*
* val @sample
samples.collections.Collections.Transformations.groupByKeysAndValues*/@sample inline fun <T, K, V, M :
MutableMap<in K, MutableList<V>> > Array<out T>.groupByTo(destination: M, keySelector: (T) -> K,
valueTransform: (T) -> V): M {
for (element in this) {
val key = keySelector(element)
val list = destination.getOrPut(key) {
ArrayList<V>()
} list.add(valueTransform(element))
}
return destination
}*/@sample inline fun <T, K, V, M :
MutableMap<in K, MutableList<V>> > Array<out T>.groupByTo(destination: M, keySelector: (T) -> K,
valueTransform: (T) -> V): M {
for (element in this) {
val key = keySelector(element)
val list = destination.getOrPut(key) {
ArrayList<V>()
} list.add(valueTransform(element))
}
return destination
}*/@sample inline fun <K, V, M : MutableMap<in K, MutableList<V>> > ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K,
valueTransform: (Byte) -> V): M {
for (element in this) {
val key = keySelector(element)
val list = destination.getOrPut(key) {
ArrayList<V>()
} list.add(valueTransform(element))
}
return destination
}*/@sample inline fun <K, V, M : MutableMap<in K, MutableList<V>> > ShortArray.groupByTo(destination: M, keySelector: (Short) -> K,
valueTransform: (Short) -> V): M {
for (element in this) {
val key = keySelector(element)
val list = destination.getOrPut(key) {
ArrayList<V>()
} list.add(valueTransform(element))
}
return destination
}*/@sample inline fun <K, V, M : MutableMap<in K, MutableList<V>> > IntArray.groupByTo(destination: M, keySelector: (Int) -> K,
valueTransform: (Int) -> V): M {
for (element in this) {
val key = keySelector(element)
val list = destination.getOrPut(key) {
ArrayList<V>()
} list.add(valueTransform(element))
}
return destination
}*/@sample inline fun <K, V, M : MutableMap<in K, MutableList<V>> > LongArray.groupByTo(destination: M, keySelector: (Long) -> K,
valueTransform: (Long) -> V): M {
for (element in this) {
val key = keySelector(element)
val list = destination.getOrPut(key) {
ArrayList<V>()
} list.add(valueTransform(element))
}
return destination
}*/@sample inline fun <K, V, M : MutableMap<in K, MutableList<V>> > FloatArray.groupByTo(destination: M, keySelector: (Float) -> K,
valueTransform: (Float) -> V): M {
for (element in this) {
val key = keySelector(element)
val list = destination.getOrPut(key) {
ArrayList<V>()
} list.add(valueTransform(element))
}
return destination
}*/@sample inline fun <K, V, M : MutableMap<in K, MutableList<V>> > DoubleArray.groupByTo(destination: M, keySelector: (Double) -> K,
valueTransform: (Double) -> V): M {
for (element in this) {
val key = keySelector(element)
val list = destination.getOrPut(key) {
ArrayList<V>()
} list.add(valueTransform(element))
}
return destination
}*/
list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.
 */
public inline fun <K, V, M : MutableMap<K, V>> BooleanArray.groupByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.
 */
public inline fun <K, V, M : MutableMap<K, V>> CharArray.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 */
@SinceKotlin("1.1")
public inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <T, R> Array<out T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> ByteArray.map(transform: (Byte) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> ShortArray.map(transform: (Short) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> IntArray.map(transform: (Int) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> LongArray.map(transform: (Long) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> BooleanArray.map(transform: (Boolean) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function to each element in the original array.
 */
public inline fun <R> CharArray.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}
Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.

* @param [transform] function that takes the index of an element and the element itself in the original array and returns the result of the transform applied to the element.

 */
public inline fun <T, R> Array<out T>.mapIndexed(transform: (Int, T) -> R): List<R> {
    return mapIndexedToArrayList<R>(size), transform)
    

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself in the original array and returns the result of the transform applied to the element.
 */
public inline fun <R> ByteArray.mapIndexed(transform: (index: Int, Byte) -> R): List<R> {
    return mapIndexedToArrayList<R>(size), transform)
    

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself in the original array and returns the result of the transform applied to the element.
 */
public inline fun <R> ShortArray.mapIndexed(transform: (index: Int, Short) -> R): List<R> {
    return mapIndexedToArrayList<R>(size), transform)
    

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself in the original array and returns the result of the transform applied to the element.
 */
public inline fun <R> IntArray.mapIndexed(transform: (index: Int, Int) -> R): List<R> {
    return mapIndexedToArrayList<R>(size), transform)
    

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself in the original array and returns the result of the transform applied to the element.
 */
public inline fun <R> LongArray.mapIndexed(transform: (index: Int, Long) -> R): List<R> {
    return mapIndexedToArrayList<R>(size), transform)
    

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself in the original array and returns the result of the transform applied to the element.
 */
public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {
    return mapIndexedToArrayList<R>(size), transform)
    

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself in the original array and returns the result of the transform applied to the element.
 */
public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedToArrayList<R>(size), transform)
    

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself in the original array and returns the result of the transform applied to the element.
 */
public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {
    return mapIndexedToArrayList<R>(size), transform)
    

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself in the original array and returns the result of the transform applied to the element.
 */
public inline fun <R> CharArray.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    return mapIndexedToArrayList<R>(size), transform)
    

/**
 * Returns a list containing the results of applying the given [transform] function to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself in the original array and returns the result of the transform applied to the element.
 */
public inline fun <R> Array<out T>.mapIndexedNotNull(transform: (Int, T) -> R?): List<R> {
    return mapIndexedNotNullToArrayList<R>(size), transform)
    

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself in the original array and returns the result of the transform applied to the element.
 */
public inline fun <T, R : Any> Array<out T>.mapIndexedNotNullTo(destination: MutableList<R>?, transform: (Int, T) -> R?): MutableList<R>? {
    return mapIndexedNotNullToArrayList<R>(size), transform)
    

/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself in the original array and returns the result of the transform applied to the element.
 */
public inline fun <T, R : Any> Array<out T>.mapIndexedNotNullTo(destination: Collection<R>?, transform: (Int, T) -> R?): Collection<R>? {
    return mapIndexedNotNullToArrayList<R>(size), transform)
    

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

public inline fun <R, C : MutableCollection<R>> AnyArray.mapIndexedTo(destination: C, transform: (index: Int, Any) -> R): C
{
    \n    var index = 0\n    for (item in this)\n    {
        destination.add(transform(index++, item))\n    }\n    return destination\n}
the original array\n* and appends only the non-null results to the given [destination].\n*/
public inline fun <T, R : Any, C : MutableCollection<R>> Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
forEach { element -> transform(element)}?
let { destination.add(it) } } \n\nreturn destination
}/**
 * Applies the given [transform] function to each element of the original array\n* and appends only the non-null results to the given [destination].\n*/
public inline fun <T, R, C : MutableCollection<R>> Array<out T>.mapTo(destination: C, transform: (T) -> R): C {
\nfor (item in this)\n\ndestination.add(transform(item))\n\nreturn destination
}/**
 * Applies the given [transform] function to each element of the original array\n* and appends the results to the given [destination].\n*/
ByteArray.mapTo(destination: C, transform: (Byte) -> R): C {
\nfor (item in this)\n\ndestination.add(transform(item))\n\nreturn destination
}/**
 * Applies the given [transform] function to each element of the original array\n* and appends the results to the given [destination].\n*/
ShortArray.mapTo(destination: C, transform: (Short) -> R): C {
\nfor (item in this)\n\ndestination.add(transform(item))\n\nreturn destination
}/**
 * Applies the given [transform] function to each element of the original array\n* and appends the results to the given [destination].\n*/
IntArray.mapTo(destination: C, transform: (Int) -> R): C {
\nfor (item in this)\n\ndestination.add(transform(item))\n\nreturn destination
}/**
 * Applies the given [transform] function to each element of the original array\n* and appends the results to the given [destination].\n*/
LongArray.mapTo(destination: C, transform: (Long) -> R): C {
\nfor (item in this)\n\ndestination.add(transform(item))\n\nreturn destination
}/**
 * Applies the given [transform] function to each element of the original array\n* and appends the results to the given [destination].\n*/
CharArray.mapTo(destination: C, transform: (Char) -> R): C {
\nfor (item in this)\n\ndestination.add(transform(item))\n\nreturn destination
}/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n* into an [IndexedValue] containing the index of that element and the element itself.\n*/
Array<out T>.withIndex(): Iterable<IndexedValue<T>> {
\nreturn IndexingIterable { iterator() }\n\n}"/n*/

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element itself.
 */
public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy 
*\[Iterable\]*
* containing the index of that element and the element itself.
 */
public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy 
*\[Iterable\]*
* containing the index of that element and the element itself.
 */
public fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun <T> Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun IntArray.distinct(): List<Int> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun LongArray.distinct(): List<Long> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun FloatArray.distinct(): List<Float> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun DoubleArray.distinct(): List<Double> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun BooleanArray.distinct(): List<Boolean> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.
 */
public fun CharArray.distinct(): List<Char> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array
 * having distinct keys returned by the given [selector] function.
 */
public inline fun <T, K> Array<out T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    val list = ArrayList<T>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}

/**
 * Returns a list containing only distinct elements from the given array
 * having distinct keys returned by the given [selector] function.
 */
public inline fun <K> ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {
    val set = HashSet<K>()
    val list = ArrayList<Byte>()
    for (e in this) {
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    }
    return list
}
return list

** Returns a list containing only elements from the given array
    * having distinct keys returned by the given [selector] function.
    * The elements in the resulting list are in the same order as they
      were in the source array.
    *
    * @sample
    samples.collections.Collections.Transformations.distinctAndDistinctBy

*public inline fun <K>
ShortArray.distinctBy(selector: (Short) -> K): List<Short>
{ /* val set = HashSet<K>() */
    val list = ArrayList<Short>()
    for (e in this)
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    return list
}

** Returns a list containing only elements from the given array
    * having distinct keys returned by the given [selector] function.
    * The elements in the resulting list are in the same order as they
      were in the source array.
    *
    * @sample
    samples.collections.Collections.Transformations.distinctAndDistinctBy

*public inline fun <K>
IntArray.distinctBy(selector: (Int) -> K): List<Int>
{ /* val set = HashSet<K>() */
    val list = ArrayList<Int>()
    for (e in this)
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    return list
}

** Returns a list containing only elements from the given array
    * having distinct keys returned by the given [selector] function.
    * The elements in the resulting list are in the same order as they
      were in the source array.
    *
    * @sample
    samples.collections.Collections.Transformations.distinctAndDistinctBy

*public inline fun <K>
LongArray.distinctBy(selector: (Long) -> K): List<Long>
{ /* val set = HashSet<K>() */
    val list = ArrayList<Long>()
    for (e in this)
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    return list
}

** Returns a list containing only elements from the given array
    * having distinct keys returned by the given [selector] function.
    * The elements in the resulting list are in the same order as they
      were in the source array.
    *
    * @sample
    samples.collections.Collections.Transformations.distinctAndDistinctBy

*public inline fun <K>
FloatArray.distinctBy(selector: (Float) -> K): List<Float>
{ /* val set = HashSet<K>() */
    val list = ArrayList<Float>()
    for (e in this)
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    return list
}

** Returns a list containing only elements from the given array
    * having distinct keys returned by the given [selector] function.
    * The elements in the resulting list are in the same order as they
      were in the source array.
    *
    * @sample
    samples.collections.Collections.Transformations.distinctAndDistinctBy

*public inline fun <K>
DoubleArray.distinctBy(selector: (Double) -> K): List<Double>
{ /* val set = HashSet<K>() */
    val list = ArrayList<Double>()
    for (e in this)
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    return list
}

** Returns a list containing only elements from the given array
    * having distinct keys returned by the given [selector] function.
    * The elements in the resulting list are in the same order as they
      were in the source array.
    *
    * @sample
    samples.collections.Collections.Transformations.distinctAndDistinctBy

*public inline fun <K>
BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean>
{ /* val set = HashSet<K>() */
    val list = ArrayList<Boolean>()
    for (e in this)
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    return list
}

** Returns a list containing only elements from the given array
    * having distinct keys returned by the given [selector] function.
    * The elements in the resulting list are in the same order as they
      were in the source array.
    *
    * @sample
    samples.collections.Collections.Transformations.distinctAndDistinctBy

*public inline fun <K>
CharArray.distinctBy(selector: (Char) -> K): List<Char>
{ /* val set = HashSet<K>() */
    val list = ArrayList<Char>()
    for (e in this)
        val key = selector(e)
        if (set.add(key))
            list.add(e)
    return list
}

** Returns a set containing all elements that are contained by both this array and the specified
    collection.
    * The returned set preserves the element iteration order of the original array.
    *
    * To get a set containing all elements that are contained at least in one of these collections use [union].
    *
    * @sample
    samples.collections.Collections.Transformations.distinctAndDistinctBy

*public infix fun <T>
Array<T>.intersect(other: Iterable<T>): Set<T>
{ /* val set = this.toMutableSet() */
    set.retainAll(other)
    return set
}

** Returns a set containing all elements that are contained by both this array and the specified
    collection.
    * The returned set preserves the element iteration order of the original array.
    *
    * To get a set containing all elements that are contained at least in one of these collections use [union].
    *
    * @sample
    samples.collections.Collections.Transformations.distinctAndDistinctBy

*public infix fun <T>
Array<T>.union(): Set<T>
{ /* val set = this.toMutableSet() */
    set.addAll(Other)
    return set
}

** Returns a set containing all elements that are contained by both this array and the specified
    collection.
    * The returned set preserves the element iteration order of the original array.
    *
    * To get a set containing all elements that are contained at least in one of these collections use [union].
    *
    * @sample
    samples.collections.Collections.Transformations.distinctAndDistinctBy

*public infix fun <T>
Array<T>.xor(): Set<T>
{ /* val set = this.toMutableSet() */
    set.removeAll(Other)
    return set
}

** Returns a set containing all elements that are contained by both this array and the specified
    collection.
    * The returned set preserves the element iteration order of the original array.
    *
    * To get a set containing all elements that are contained at least in one of these collections use [union].
    *
    * @sample
    samples.collections.Collections.Transformations.distinctAndDistinctBy

*public infix fun <T>
Array<T>.xor(): Set<T>
{ /* val set = this.toMutableSet() */
    set.removeAll(Other)
    return set
}

** Returns a set containing all elements that are contained by both this array and the specified
    collection.
    * The returned set preserves the element iteration order of the original array.
    *
    * To get a set containing all elements that are contained at least in one of these collections use [union].
    *
    * @sample
    samples.collections.Collections.Transformations.distinctAndDistinctBy

*public infix fun <T>
Array<T>.xor(): Set<T>
{ /* val set = this.toMutableSet() */
    set.removeAll(Other)
    return set
}
ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Set.<T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

CharArray.intersect(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

BooleanArray.intersect(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

DoubleArray.intersect(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

FloatArray.intersect(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

IntArray.intersect(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

ShortArray.intersect(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

ByteArray.intersect(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Byte>.subtract(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Int>.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Char>.subtract(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Boolean>.subtract(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Double>.subtract(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Float>.subtract(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Long>.subtract(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Double>.subtract(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Char>.subtract(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Boolean>.subtract(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Long>.subtract(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Float>.subtract(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Int>.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Long>.subtract(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Double>.subtract(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

Iterable<Char>.subtract(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Boolean>.subtract(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Double>.subtract(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Float>.subtract(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Long>.subtract(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Int>.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Long>.subtract(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Float>.subtract(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Int>.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Long>.subtract(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Float>.subtract(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Int>.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Long>.subtract(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Float>.subtract(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Int>.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Long>.subtract(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Float>.subtract(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Int>.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Long>.subtract(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Float>.subtract(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

Iterable<Int>.subtract(other: Iterable<Int>): Set<Int> {
    val set = this.tomutableSet()
FloatArray.subtract(other: Iterable<Float>): Set<Float> { val set = this.toMutableSet() set.removeAll(other) return set } * Returns a set containing all elements that are contained by this array and not contained by the specified collection. * The returned set preserves the element iteration order of the original array.

FloatingPointArray.subtract(other: Iterable<Float>): Set<Float> { val set = this.toMutableSet() set.removeAll(other) return set } * Returns a set containing all elements that are contained by this array and not contained by the specified collection. * The returned set preserves the element iteration order of the original array.

CharArray.subtract(other: Iterable<Char>): Set<Char> { val set = this.toMutableSet() set.removeAll(other) return set } * Returns a mutable set containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

ByteArray.union(other: Iterable<Byte>): Set<Byte> { val set = LinkedHashSet<Byte>(mapCapacity(size)) for (item in this) set.add(item) return set } * Returns a set containing all distinct elements from both collections. * The returned set preserves the element iteration order of the original array.

CharArray.union(other: Iterable<Char>): Set<Char> { val set = LinkedHashSet<Char>(mapCapacity(size)) for (item in this) set.add(item) return set } * Returns a set containing all distinct elements from both collections. * The returned set preserves the element iteration order of the original array.

DoubleArray.union(other: Iterable<Double>): Set<Double> { val set = LinkedHashSet<Double>(mapCapacity(size)) for (item in this) set.add(item) return set } * Returns a set containing all distinct elements from both collections. * The returned set preserves the element iteration order of the original array.

ByteArray.union(other: Iterable<Byte>): Set<Byte> { val set = LinkedHashSet<Byte>(mapCapacity(size)) for (item in this) set.add(item) return set } * Returns a set containing all distinct elements from both collections. * The returned set preserves the element iteration order of the original array.

DoubleArray.union(other: Iterable<Double>): Set<Double> { val set = LinkedHashSet<Double>(mapCapacity(size)) for (item in this) set.add(item) return set } * Returns a set containing all distinct elements from both collections. * The returned set preserves the element iteration order of the original array.

CharArray.union(other: Iterable<Char>): Set<Char> { val set = LinkedHashSet<Char>(mapCapacity(size)) for (item in this) set.add(item) return set } * Returns a set containing all distinct elements from both collections. * The returned set preserves the element iteration order of the original array.

ByteArray.union(other: Iterable<Byte>): Set<Byte> { val set = LinkedHashSet<Byte>(mapCapacity(size)) for (item in this) set.add(item) return set } * Returns a set containing all distinct elements from both collections. * The returned set preserves the element iteration order of the original array.

CharArray.union(other: Iterable<Char>): Set<Char> { val set = LinkedHashSet<Char>(mapCapacity(size)) for (item in this) set.add(item) return set } * Returns a set containing all distinct elements from both collections. * The returned set preserves the element iteration order of the original array.

FloatArray.union(other: Iterable<Float>): Set<Float> { val set = this.toMutableSet() set.removeAll(other) return set } * Returns a set containing all elements that are contained by this array and not contained by the specified collection. * The returned set preserves the element iteration order of the original array.

FloatingPointArray.union(other: Iterable<Float>): Set<Float> { val set = this.toMutableSet() set.removeAll(other) return set } * Returns a set containing all elements that are contained by this array and not contained by the specified collection. * The returned set preserves the element iteration order of the original array.

CharArray.union(other: Iterable<Char>): Set<Char> { val set = this.toMutableSet() set.addAll(other) return set } * Returns a mutable set containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

ByteArray.union(other: Iterable<Byte>): Set<Byte> { val set = this.toMutableSet() set.addAll(other) return set } * Returns a mutable set containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

CharArray.union(other: Iterable<Char>): Set<Char> { val set = this.toMutableSet() set.addAll(other) return set } * Returns a mutable set containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

DoubleArray.union(other: Iterable<Double>): Set<Double> { val set = this.toMutableSet() set.addAll(other) return set } * Returns a mutable set containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

CharArray.union(other: Iterable<Char>): Set<Char> { val set = this.toMutableSet() set.addAll(other) return set } * Returns a mutable set containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.

ByteArray.union(other: Iterable<Byte>): Set<Byte> { val set = this.toMutableSet() set.addAll(other) return set } * Returns a mutable set containing all distinct elements from the given array. * The returned set preserves the element iteration order of the original array.
returns a set containing all distinct elements from both collections. The returned set preserves the element iteration order of the original array. Those elements of the [other] collection that are unique are iterated in the end in the order of the [other] collection. To get a set containing all elements that are contained in both collections use [intersect].\n * \n * Returns a set containing all distinct elements from both collections. The returned set preserves the element iteration order of the original array. Those elements of the [other] collection that are unique are iterated in the end in the order of the [other] collection. To get a set containing all elements that are contained in both collections use [intersect].\n * \n * Returns a set containing all distinct elements from both collections.

```kotlin
public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given \[predicate\].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()\n    set.addAll(other)\n    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * 
 * The returned set preserves the element iteration order of the original array.
 * Those elements of the [other] collection that are unique are iterated in the end in the order of the [other] collection.
 * To get a set containing all elements that are contained in both collections use [intersect].\n * \n * Returns a set containing all distinct elements from both collections.

```
public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Array<T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Array<T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
false

* Returns `true` if at least one element matches the given [predicate].

### Public inline fun

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

### Public inline fun

```kotlin
fun <T> Array<out T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

```kotlin
fun CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
```

### Public inline fun

```kotlin
fun <T> Array<out T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```

```kotlin
fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}
```
right
* to current accumulator value and each element with its index in the original array.*

function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

`@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

`* with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (index: Int, acc: R, Float) -> R): R

`operation(index++, accumulator, element)

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from left to right

`@param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

`operation: (Double, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (Int, acc: R, Char) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (T, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (Int, acc: R, Boolean) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from left to right
to each element and current accumulator value.

`operation: (Byte, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (Long, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from left to right
to each element and current accumulator value.

`operation: (Char, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (Float, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (CharArray, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (ByteArray, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (IntArray, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (ShortArray, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (IntArray, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (CharArray, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (ByteArray, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (IntArray, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (ShortArray, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.

`operation: (IntArray, acc: R) -> R): R

`return accumulator

`accumulates value starting with [initial] value and applying [operation] from right to left
to each element and current accumulator value.
accumulator value.\n
* @param [operation] function that takes the index of an element, the element itself\n  and current accumulator value, and calculates the next accumulator value.\n*/
public inline fun <R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index > = 0) {
        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}

/**
 * Accumulates value starting with \[initial\] value and applying \[operation\] from right to left\n  to each element with its index in the original array and current accumulator value.\n  @param \[operation\] function that takes the index of an element, the element itself\n  and current accumulator value, and calculates the next accumulator value.\n*/
public inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {
    var index = lastIndex\n    var accumulator = initial\n    while (index > = 0) {
        accumulator = operation(index, get(index), accumulator)\n        --index\n    }\n    return accumulator\n}

/**
 * Performs the given \[action\] on each element.\n */
public inline fun <T> Array<out T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)\n}

/**
 * Performs the given \[action\] on each element.\n */
public inline fun ByteArray.forEach(action: (Byte) -> Unit): Unit {
    for (item in this) action(item)\n}

/**
 * Performs the given \[action\] on each element.\n */
public inline fun ShortArray.forEach(action: (Short) -> Unit): Unit {
    for (item in this) action(item)\n}

/**
 * Performs the given \[action\] on each element.\n */
public inline fun IntArray.forEach(action: (Int) -> Unit): Unit {
    for (item in this) action(item)\n}

/**
 * Performs the given \[action\] on each element.\n */
public inline fun LongArray.forEach(action: (Long) -> Unit): Unit {
    for (item in this) action(item)\n}

/**
 * Performs the given \[action\] on each element.\n */
public inline fun FloatArray.forEach(action: (Float) -> Unit): Unit {
    for (item in this) action(item)\n}

/**
 * Performs the given \[action\] on each element.\n */
public inline fun DoubleArray.forEach(action: (Double) -> Unit): Unit {
    for (item in this) action(item)\n}

/**
 * Performs the given \[action\] on each element.\n */
public inline fun BooleanArray.forEach(action: (Boolean) -> Unit): Unit {
    for (item in this) action(item)\n}

/**
 * Performs the given \[action\] on each element.\n */
public inline fun CharArray.forEach(action: (Char) -> Unit): Unit {
    for (item in this) action(item)\n

  Open Source Used In DCNM 12 12.0(2) 3637
DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit

ByteArray.max(): Byte? {
    \n    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

ByteArray.maxBy(selector: (Byte) -> R): Byte? {
    \n    if (isEmpty()) return null
    var max = this[0]
    val lastIndex = this.lastIndex
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

ByteArray.maxBy(selector: Boolean -> Unit): Unit

ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Unit

DoubleArray.max(): Double? {
    \n    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit

BooleanArray.forEachIndexed(action: (index: Int, Boolean) -> Unit): Unit

CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit

CharArray.max(): Char? {
    \n    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

CharArray.forEachIndexed(action: (index: Int, Char) -> Unit): Unit

ByteArray.forEachIndexed(action: (index: Int, Byte) -> Unit): Unit

DoubleArray.forEachIndexed(action: (index: Int, Double) -> Unit): Unit
(isEmpty()) return null
var max = this[0]
for (i in 1..lastIndex) {
val e = this[i]
if (comparator.compare(max, e) < 0) max = e
}
return max

/**
 * Returns the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun DoubleArray.maxWith(comparator: Comparator<in Double>): Double? {
if (isEmpty()) return null
var max = this[0]
for (i in 1..lastIndex) {
val e = this[i]
if (comparator.compare(max, e) < 0) max = e
}
return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun FloatArray.maxWith(comparator: Comparator<in Float>): Float? {
if (isEmpty()) return null
var max = this[0]
for (i in 1..lastIndex) {
val e = this[i]
if (comparator.compare(max, e) < 0) max = e
}
return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun IntArray.maxWith(comparator: Comparator<in Int>): Int? {
if (isEmpty()) return null
var max = this[0]
for (i in 1..lastIndex) {
val e = this[i]
if (comparator.compare(max, e) < 0) max = e
}
return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun LongArray.maxWith(comparator: Comparator<in Long>): Long? {
if (isEmpty()) return null
var max = this[0]
for (i in 1..lastIndex) {
val e = this[i]
if (comparator.compare(max, e) < 0) max = e
}
return max
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun ByteArray.min(): Byte? {
if (isEmpty()) return null
var min = this[0]
for (i in 1..lastIndex) {
val e = this[i]
if (min > e) min = e
}
return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 */
public fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {
if (isEmpty()) return null
var min = this[0]
for (i in 1..lastIndex) {
val e = this[i]
if (comparator.compare(min, e) < 0) min = e
}
return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun CharArray.maxWith(comparator: Comparator<in Char>): Char? {
if (isEmpty()) return null
var max = this[0]
for (i in 1..lastIndex) {
val e = this[i]
if (comparator.compare(max, e) > 0) max = e
}
return max
}
this[i] if (e.isNaN()) return e
    if (min > e) min = e
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
public fun DoubleArray.min(): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * If any of elements is `NaN` returns `NaN`.
 */
public fun CharArray.min(): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (e.isNaN()) return e
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun DoubleArray.minBy(selector: (Double) -> Double): Double? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public fun CharArray.minBy(selector: (Char) -> Char): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
public inline fun <T : Comparable<T>> List<T>.minBy(selector: (T) -> T): T? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
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```kotlin
private fun <T> Array<T>.minWith(comparator: Comparator<T>): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
public fun ByteArray.minWith(comparator: Comparator<Byte>): Byte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
public fun ShortArray.minWith(comparator: Comparator<Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
public fun IntArray.minWith(comparator: Comparator<Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
public fun LongArray.minWith(comparator: Comparator<Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
public fun FloatArray.minWith(comparator: Comparator<Float>): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
public fun DoubleArray.minWith(comparator: Comparator<Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
public fun BooleanArray.minWith(comparator: Comparator<Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
public fun CharArray.minWith(comparator: Comparator<Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}
```

```kotlin
public fun <R : Comparable<R>> BooleanArray.minBy(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
```

```kotlin
public fun <R : Comparable<R>> CharArray.minBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
```
isNullOrEmpty() * Returns `true` if the array has no elements.

/*
 * Returns `true` if the array has no elements.
 */

public fun ShortArray.isEmpty(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.none
 */
public fun IntArray.isEmpty(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.none
 */
public fun LongArray.isEmpty(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.none
 */
public fun FloatArray.isEmpty(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.none
 */
public fun DoubleArray.isEmpty(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.none
 */
public fun BooleanArray.isEmpty(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun <T> Array<out T>.none(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun ByteArray.none(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current
 * accumulator value and each element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.reduce
 */
public inline fun <S, T : S> Array<out T>.reduce(operation: (acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current
 * accumulator value and each element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.reduce
 */
public inline fun ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: Byte = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current
 * accumulator value and each element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.reduce
 */
public inline fun ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: Short = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current
 * accumulator value and each element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.reduce
 */
public inline fun IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: Int = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current
 * accumulator value and each element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.reduce
 */
public inline fun LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: Long = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current
 * accumulator value and each element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.reduce
 */
public inline fun FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: Float = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current
 * accumulator value and each element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.reduce
 */
public inline fun DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: Double = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current
 * accumulator value and each element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.reduce
 */
public inline fun BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: Boolean = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current
 * accumulator value and each element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.reduce
 */
public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: Char = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte

(val acc, Optional val num)

operation: (acc: Byte, num: Byte) -> Byte

for (index in 1..lastIndex) {
    val accumulator = operation(acc, num)
    acc = accumulator
}

return accumulator

Usage: accumulate value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

* @sample samples.collections.Collections.Aggregates.reduce

ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short

(val acc, Optional val num)

operation: (acc: Short, num: Short) -> Short

for (index in 1..lastIndex) {
    val accumulator = operation(acc, num)
    acc = accumulator
}

return accumulator

Usage: accumulate value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

* @sample samples.collections.Collections.Aggregates.reduce

IntArray.reduce(operation: (acc: Int, Int) -> Int): Int

(val acc, Optional val num)

operation: (acc: Int, num: Int) -> Int

for (index in 1..lastIndex) {
    val accumulator = operation(acc, num)
    acc = accumulator
}

return accumulator

Usage: accumulate value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

* @sample samples.collections.Collections.Aggregates.reduce

LongArray.reduce(operation: (acc: Long, Long) -> Long): Long

(val acc, Optional val num)

operation: (acc: Long, num: Long) -> Long

for (index in 1..lastIndex) {
    val accumulator = operation(acc, num)
    acc = accumulator
}

return accumulator

Usage: accumulate value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

* @sample samples.collections.Collections.Aggregates.reduce

FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float

(val acc, Optional val num)

operation: (acc: Float, num: Float) -> Float

for (index in 1..lastIndex) {
    val accumulator = operation(acc, num)
    acc = accumulator
}

return accumulator

Usage: accumulate value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

* @sample samples.collections.Collections.Aggregates.reduce

DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double

(val acc, Optional val num)

operation: (acc: Double, num: Double) -> Double

for (index in 1..lastIndex) {
    val accumulator = operation(acc, num)
    acc = accumulator
}

return accumulator

Usage: accumulate value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

* @sample samples.collections.Collections.Aggregates.reduce

CharArray.reduce(operation: (acc: Char, Char) -> Char): Char

(val acc, Optional val num)

operation: (acc: Char, num: Char) -> Char

for (index in 1..lastIndex) {
    val accumulator = operation(acc, num)
    acc = accumulator
}

return accumulator

Usage: accumulate value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

* @sample samples.collections.Collections.Aggregates.reduce

Array<out T>.reduceIndexed(operation: (index: Int, acc: T, T) -> T): T

(val index, acc, Optional val num)

operation: (index: Int, acc: T, num: T) -> T

for (index in 1..lastIndex) {
    val accumulator = operation(index, acc, num)
    acc = accumulator
}

return accumulator

Usage: accumulate value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.reduce

Array<out T>.reduceIndexed(operation: (index: Int, acc: T, S, T) -> S): S

(val index, acc, Optional val num)

operation: (index: Int, acc: T, num: S, num: T) -> S

for (index in 1..lastIndex) {
    val accumulator = operation(index, acc, num, num)
    acc = accumulator
}

return accumulator

Usage: accumulate value starting with the first element and applying [operation] from left to right to current accumulator value and each element.

* @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the
next accumulator value.

```kotlin
public inline fun ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

```kotlin
public inline fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```
[operation] function that takes the index of an element, current accumulator value\n and the element itself and calculates the next accumulator value.\n * \n
```kotlin
*An@ SinceKotlin("1.3") \n@ ExperimentalStdlibApi
public inline fun CharArray.reduceIndexed(operation: (Int, Char) -> Char): Char {
    if (isEmpty()) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0] for (index in 1..lastIndex) { \n        accumulator = operation(index, accumulator, this[index]) \n    } \n    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
public inline fun CharArray.reduceIndexed(operation: (Int, Char) -> Char): Char? {
    if (isEmpty()) return null
    var accumulator = this[0] for (index in 1..lastIndex) { \n        accumulator = operation(index, accumulator, this[index]) \n    } \n    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3") \n@ ExperimentalStdlibApi
public inline fun ByteArray.reduceIndexed(operation: (Byte, Byte) -> Byte): Byte? {
    if (isEmpty()) return null
    var accumulator = this[0] for (index in 1..lastIndex) { \n        accumulator = operation(accumulator, this[index]) \n    } \n    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3") \n@ ExperimentalStdlibApi
public inline fun ShortArray.reduceIndexed(operation: (Short, Short) -> Short): Short? {
    if (isEmpty()) return null
    var accumulator = this[0] for (index in 1..lastIndex) { \n        accumulator = operation(accumulator, this[index]) \n    } \n    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3") \n@ ExperimentalStdlibApi
public inline fun IntArray.reduceIndexed(operation: (Int, Int) -> Int): Int? {
    if (isEmpty()) return null
    var accumulator = this[0] for (index in 1..lastIndex) { \n        accumulator = operation(accumulator, this[index]) \n    } \n    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3") \n@ ExperimentalStdlibApi
public inline fun LongArray.reduceIndexed(operation: (Long, Long) -> Long): Long? {
    if (isEmpty()) return null
    var accumulator = this[0] for (index in 1..lastIndex) { \n        accumulator = operation(accumulator, this[index]) \n    } \n    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3") \n@ ExperimentalStdlibApi
public inline fun FloatArray.reduceIndexed(operation: (Float, Float) -> Float): Float? {
    if (isEmpty()) return null
    var accumulator = this[0] for (index in 1..lastIndex) { \n        accumulator = operation(accumulator, this[index]) \n    } \n    return accumulator
}
```

```kotlin
/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3") \n@ ExperimentalStdlibApi
public inline fun DoubleArray.reduceIndexed(operation: (Double, Double) -> Double): Double? {
    if (isEmpty()) return null
    var accumulator = this[0] for (index in 1..lastIndex) { \n        accumulator = operation(accumulator, this[index]) \n    } \n    return accumulator
}
```
right to current accumulator value and each element. Returns null if the array is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalStdlibApi
@Deprecated("Array is deprecated. Use <@sample

```
get(index--) in while (index !>= 0) {\n    accumulator = operation(get(index--), accumulator)\n} return accumulator
}\n\nAccumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.\n* @sample

samples.collections.Collections.Aggregates.reduceRight()\n
public inline fun BooleanArray.reduceRight(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index !>= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator
}\n\nAccumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.\n* @sample

samples.collections.Collections.Aggregates.reduceRight()\n
public inline fun CharArray.reduceRight(operation: (Char, acc: Char) -> Char): Char {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index !>= 0) {\n        accumulator = operation(get(index--), accumulator)\n    }\n    return accumulator
}\n\nAccumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself and current accumulator, and calculates the next accumulator value.\n* @sample

samples.collections.Collections.Aggregates.reduceRight()\n
public inline fun ByteArray.reduceRightIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index !>= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator
}\n\nAccumulates value starting with last element and applying [operation] from right to left to each element and its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself and current accumulator, and calculates the next accumulator value.\n* @sample

samples.collections.Collections.Aggregates.reduceRight()\n
public inline fun ShortArray.reduceRightIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index !>= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator
}\n\nAccumulates value starting with last element and applying [operation] from right to left to each element and its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself and current accumulator, and calculates the next accumulator value.\n* @sample

samples.collections.Collections.Aggregates.reduceRight()\n
public inline fun IntArray.reduceRightIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {\n    var index = lastIndex\n    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = get(index--)\n    while (index !>= 0) {\n        accumulator = operation(index, get(index), accumulator)\n    }\n    return accumulator
}\n\nAccumulates value starting with last element and applying [operation] from right to left to each element and its index in the original array and current accumulator value.\n* @param [operation] function that takes the index of an element, the element itself and current accumulator, and calculates the next accumulator value.\n* @sample

samples.collections.Collections.Aggregates.reduceRight()
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```java
lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself,
 * and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun FloatArray.reduceRightIndexed(operation: (Int, Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself,
 * and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun DoubleArray.reduceRightIndexed(operation: (Int, Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself,
 * and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
public inline fun BooleanArray.reduceRightIndexed(operation: (Int, Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S> Array<out T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element and current accumulator value. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun ByteArray.reduceRightOrNull(operation: (Byte, acc: Byte) -> Byte): Byte? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
```
samples.collections.Collections.Aggregates.reduceRightOrNull

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public inline fun ShortArray.reduceRightOrNull(operation: (Short, acc: Short) -> Short): Short? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(accumulator,\n                            get(index--)\n            )\n    }\n    return accumulator\n*\n
*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public inline fun IntArray.reduceRightOrNull(operation: (Int, acc: Int) -> Int): Int? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(accumulator,\n                            get(index--)\n            )\n    }\n    return accumulator\n*\n
*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public inline fun LongArray.reduceRightOrNull(operation: (Long, acc: Long) -> Long): Long? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(accumulator,\n                            get(index--)\n            )\n    }\n    return accumulator\n*\n
*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public inline fun FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(accumulator,\n                            get(index--)\n            )\n    }\n    return accumulator\n*\n
*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public inline fun DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(accumulator,\n                            get(index--)\n            )\n    }\n    return accumulator\n*\n
*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public inline fun BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(accumulator,\n                            get(index--)\n            )\n    }\n    return accumulator\n*\n
*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public inline fun CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {\n    var index = lastIndex\n    if (index < 0) return null\n    var accumulator = get(index--)\n    while (index >= 0) {\n        accumulator = operation(accumulator,\n                            get(index--)\n            )\n    }\n    return accumulator\n*\n
*\@SinceKotlin("1.3")\@ExperimentalStdlibApi\public inline fun Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    if (isEmpty()) return
*\n
Open Source Used In DCNM 12.12.0(2) 3650
```kotlin
listOf(initial).val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
```

```kotlin
val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
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for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
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```

```kotlin
val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
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```kotlin
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for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
```

```kotlin
val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
```

```kotlin
val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
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```kotlin
val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
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```kotlin
val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
```

```kotlin
val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
```

```kotlin
val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
```

```kotlin
val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
```

```kotlin
val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
```

```kotlin
val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
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```kotlin
val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
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```kotlin
val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
```

```kotlin
val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial
for (element in this) { accumulator = operation(accumulator, element) result.add(accumulator) return result } // Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
```
Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R> DoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R> BooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R> CharArray.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```
starts with \[initial\] value.\n*\n* Note that \`acc` value passed to \[operation\] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n*\n* @param \[operation\] function that takes the index of an element, current accumulator value\n* and the element itself, and calculates the next accumulator value.\n*\n* @sample samples.collections.Collections.Aggregates.scan

```
@SinceKotlin("1.3.\")@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {
    \n    if (isEmpty()) return
    val result = ArrayList<R>(\n        size + 1).\n        apply { \n            add(initial) \n            var accumulator = initial\n        }\n        for (index in indices) { \n            accumulator = operation(index, accumulator, this[index])\n            result.add(accumulator)\n        }\n        return result\n    }\n    \n    *\n    * Returns a list containing successive accumulation values generated by applying \n    * \[operation\] from left to right\n    * to each element, its index in the original array and current accumulator value that \n    * starts with \[initial\] value.\n    *\n    * Note that \`acc\` value passed to \[operation\] function should not be mutated;\n    * otherwise it would affect the previous value in resulting list.\n    *\n    * @param \[operation\] function that takes the \n    * index of an element, current accumulator value\n    * and the element itself, and calculates the next accumulator value.\n    *\n    * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.3.\")@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R>
IntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> {
    \n    if (isEmpty()) return
    val result = ArrayList<R>(\n        size + 1).\n        apply { \n            add(initial) \n            var accumulator = initial\n        }\n        for (index in indices) { \n            accumulator = operation(index, accumulator, this[index])\n            result.add(accumulator)\n        }\n        return result\n    }\n    \n    *\n    * Returns a list containing successive accumulation values generated by applying \n    * \[operation\] from left to right\n    * to each element, its index in the original array and current accumulator value that \n    * starts with \[initial\] value.\n    *\n    * Note that \`acc\` value passed to \[operation\] function should not be mutated;\n    * otherwise it would affect the previous value in resulting list.\n    *\n    * @param \[operation\] function that takes the \n    * index of an element, current accumulator value\n    * and the element itself, and calculates the next accumulator value.\n    *\n    * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.3.\")@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R>
    \n    if (isEmpty()) return
    val result = ArrayList<R>(\n        size + 1).\n        apply { \n            add(initial) \n            var accumulator = initial\n        }\n        for (index in indices) { \n            accumulator = operation(index, accumulator, this[index])\n            result.add(accumulator)\n        }\n        return result\n    }\n    \n    *\n    * Returns a list containing successive accumulation values generated by applying \n    * \[operation\] from left to right\n    * to each element, its index in the original array and current accumulator value that \n    * starts with \[initial\] value.\n    *\n    * Note that \`acc\` value passed to \[operation\] function should not be mutated;\n    * otherwise it would affect the previous value in resulting list.\n    *\n    * @param \[operation\] function that takes the \n    * index of an element, current accumulator value\n    * and the element itself, and calculates the next accumulator value.\n    *\n    * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.3.\")@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R>
FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {
    \n    if (isEmpty()) return
    val result = ArrayList<R>(\n        size + 1).\n        apply { \n            add(initial) \n            var accumulator = initial\n        }\n        for (index in indices) { \n            accumulator = operation(index, accumulator, this[index])\n            result.add(accumulator)\n        }\n        return result\n    }\n    \n    *\n    * Returns a list containing successive accumulation values generated by applying \n    * \[operation\] from left to right\n    * to each element, its index in the original array and current accumulator value that \n    * starts with \[initial\] value.\n    *\n    * Note that \`acc\` value passed to \[operation\] function should not be mutated;\n    * otherwise it would affect the previous value in resulting list.\n    *\n    * @param \[operation\] function that takes the \n    * index of an element, current accumulator value\n    * and the element itself, and calculates the next accumulator value.\n    *\n    * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.3.\")@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R>
DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {
    \n    if (isEmpty()) return
    val result = ArrayList<R>(\n        size + 1).\n        apply { \n            add(initial) \n            var accumulator = initial\n        }\n        for (index in indices) { \n            accumulator = operation(index, accumulator, this[index])\n            result.add(accumulator)\n        }\n        return result\n    }\n    ```
result.add(accumulator) } \n return result
\n\n\n** Returns a list containing successive accumulation values generated by applying [operation] from left to right for each element, its index in the original array and current accumulator value that starts with [initial] value. \n* \n* Note that `acc` value passed to [operation] function should not be mutated; \n* otherwise it would affect the previous value in resulting list. \n* \n* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. \n* \n* @sample samples.collections.Collections.Aggregates.scan

*\n@SinceKotlin("1.3.3") \n@ExperimentalStdlibApi \n@kotlin.internal.InlineOnly \n@public inline fun <R> 

BooleanArray.scanIndexed(initial: R, operation: (int: Int, acc: R, Boolean) -> R): List<R> \n{ if (isEmpty()) return listOf(initial) \nval result = ArrayList<R>(size + 1).apply { add(initial) } \nvar accumulator = initial \nfor (index in indices) \n{ accumulator = operation(index, accumulator, this[index]) \nresult.add(accumulator) } \nreturn result
\n\n\n** Returns a list containing successive accumulation values generated by applying [operation] from left to right for each element, its index in the original array and current accumulator value that starts with [initial] value. \n* \n* Note that `acc` value passed to [operation] function should not be mutated; \n* otherwise it would affect the previous value in resulting list. \n* \n* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. \n* \n* @sample samples.collections.Collections.Aggregates.scan

*\n@SinceKotlin("1.3.3") \n@ExperimentalStdlibApi \n@kotlin.internal.InlineOnly \n@public inline fun <R> 

CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> \n{ if (isEmpty()) return listOf(initial) \nval result = ArrayList<R>(size + 1).apply { add(initial) } \nvar accumulator = initial \nfor (index in indices) \n{ accumulator = operation(index, accumulator, this[index]) \nresult.add(accumulator) } \nreturn result
\n\n\n** Returns a list containing successive accumulation values generated by applying [operation] from left to right for each element and current accumulator value that starts with the first element of this array. \n* \n* Note that `acc` value passed to [operation] function should not be mutated; \n* otherwise it would affect the previous value in resulting list. \n* \n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. \n* \n* @sample samples.collections.Collections.Aggregates.scanReduce

*\n@SinceKotlin("1.3.3") \n@ExperimentalStdlibApi \n@kotlin.internal.InlineOnly \n@public inline fun <S, T : S> Array\out T>.scanReduce(operation: (acc: S, T) -> S): List<S> \n{ if (isEmpty()) return emptyList() \nvar accumulator: S = this[0] \nval result = ArrayList<S>(size).apply { add(accumulator) } \nfor (index in 1 until size) \n{ accumulator = operation(accumulator, this[index]) \nresult.add(accumulator) } \nreturn result
\n\n\n** Returns a list containing successive accumulation values generated by applying [operation] from left to right for each element and current accumulator value that starts with the first element of this array. \n* \n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. \n* \n* @sample samples.collections.Collections.Aggregates.scanReduce

*\n@SinceKotlin("1.3.3") \n@ExperimentalStdlibApi \n@kotlin.internal.InlineOnly \n@public inline fun 

ByteArray.scanReduce(operation: (acc: Byte, Byte) -> Byte): List<Byte> \n{ if (isEmpty()) return emptyList() \nvar accumulator = this[0] \nval result = ArrayList<Byte>(size).apply { add(accumulator) } \nfor (index in 1 until size) \n{ accumulator = operation(accumulator, this[index]) \nresult.add(accumulator) } \nreturn result
\n\n\n** Returns a list containing successive accumulation values generated by applying [operation] from left to right for each element and current accumulator value that starts with the first element of this array. \n* \n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value. \n* \n* @sample samples.collections.Collections.Aggregates.scanReduce

*\n@SinceKotlin("1.3.3") \n@ExperimentalStdlibApi \n@kotlin.internal.InlineOnly \n@public inline fun 

ShortArray.scanReduce(operation: (acc: Short, Short) -> Short): List<Short> \n{ if (isEmpty()) return emptyList() \nvar accumulator = this[0] \nval result = ArrayList<Short>(size).apply { add(accumulator) } \nfor (index in 1 until size) \n{ accumulator = operation(accumulator, this[index]) \nresult.add(accumulator) } \nreturn result
\n\n\n** Returns a list containing successive accumulation values generated by applying [operation] from left to right for each element and current accumulator value that starts with the first element of
this array.\n * \n * @param [operation] function that takes current accumulator value and an element, and calculates
the next accumulator value.\n * \n * @sample samples.collections.Collections.Aggregates.scanReduce

*\n@SinceKotlin("1.3")\n*\n@ExperimentalStdlibApi\n*\n@kotlin.internal.InlineOnly\n*\n@public inline fun

IntArray.scanReduce(operation: (acc: Int, Int) -> Int): List<Int> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0] \n    val result = ArrayList<Int>(size).apply { \n        add(accumulator) \n    } \n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index]) \n        result.add(accumulator) \n    } \n    return result
} \n
*\n@SinceKotlin("1.3")\n*\n@ExperimentalStdlibApi\n*\n@kotlin.internal.InlineOnly\n*\n@public inline fun

LongArray.scanReduce(operation: (acc: Long, Long) -> Long): List<Long> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0] \n    val result = ArrayList<Long>(size).apply { \n        add(accumulator) \n    } \n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index]) \n        result.add(accumulator) \n    } \n    return result
} \n
*\n@SinceKotlin("1.3")\n*\n@ExperimentalStdlibApi\n*\n@kotlin.internal.InlineOnly\n*\n@public inline fun

FloatArray.scanReduce(operation: (acc: Float, Float) -> Float): List<Float> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0] \n    val result = ArrayList<Float>(size).apply { \n        add(accumulator) \n    } \n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index]) \n        result.add(accumulator) \n    } \n    return result
} \n
*\n@SinceKotlin("1.3")\n*\n@ExperimentalStdlibApi\n*\n@kotlin.internal.InlineOnly\n*\n@public inline fun

DoubleArray.scanReduce(operation: (acc: Double, Double) -> Double): List<Double> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0] \n    val result = ArrayList<Double>(size).apply { \n        add(accumulator) \n    } \n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index]) \n        result.add(accumulator) \n    } \n    return result
} \n
*\n@SinceKotlin("1.3")\n*\n@ExperimentalStdlibApi\n*\n@kotlin.internal.InlineOnly\n*\n@public inline fun

CharArray.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {\n    if (isEmpty()) return emptyList()\n    var accumulator = this[0] \n    val result = ArrayList<Char>(size).apply { \n        add(accumulator) \n    } \n    for (index in 1 until size) {\n        accumulator = operation(accumulator, this[index]) \n        result.add(accumulator) \n    } \n    return result
}
left to right
* to each element, its index in the original array and current accumulator value that starts with the first
element of this array.\n* in * Note that ‘acc’ value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* in * @param [operation] function that takes the
index of an element, current accumulator value\n* and the element itself, and calculates the next accumulator
value.\n* in * @sample samples.collections.Collections.Aggregates.scanReduce

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right\n* to each element, its index in the original array and current accumulator value that
 * starts with the first element of this array.\n* in * @param [operation] function that takes the index of an element,
current accumulator value\n* and the element itself, and calculates the next accumulator value.\n* in * @sample samples.collections.Collections.Aggregates.scanReduce

public inline fun <S, T : S> Array<out
T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right\n* to each element, its index in the original array and current accumulator value that
 * starts with the first element of this array.\n* in * @param [operation] function that takes the index of an element,
current accumulator value\n* and the element itself, and calculates the next accumulator value.\n* in * @sample samples.collections.Collections.Aggregates.scanReduce

public inline fun
ByteArray.scanReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Byte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right\n* to each element, its index in the original array and current accumulator value that
 * starts with the first element of this array.\n* in * @param [operation] function that takes the index of an element,
current accumulator value\n* and the element itself, and calculates the next accumulator value.\n* in * @sample samples.collections.Collections.Aggregates.scanReduce

public inline fun
ShortArray.scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right\n* to each element, its index in the original array and current accumulator value that
 * starts with the first element of this array.\n* in * @param [operation] function that takes the index of an element,
current accumulator value\n* and the element itself, and calculates the next accumulator value.\n* in * @sample samples.collections.Collections.Aggregates.scanReduce

public inline fun
IntArray.scanReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right\n* to each element, its index in the original array and current accumulator value that
 * starts with the first element of this array.\n* in * @param [operation] function that takes the index of an element,
current accumulator value\n* and the element itself, and calculates the next accumulator value.\n* in * @sample samples.collections.Collections.Aggregates.scanReduce

public inline fun
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/*@SinceKotlin("1.3")@ExperimentalStdlibApi
public inline fun <S, T : S> Array<out
T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()
takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.

```kotlin
@Sample
@kotlin.experimental.InlineOnly
public inline fun FloatArray.scanReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@Sample
@kotlin.experimental.InlineOnly
public inline fun DoubleArray.scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@Sample
@kotlin.experimental.InlineOnly
public inline fun BooleanArray.scanReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@Sample
@kotlin.experimental.InlineOnly
public inline fun CharArray.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
public inline fun <T> Array<out T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
public inline fun ByteArray.sumBy(selector: (Byte) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
public inline fun ShortArray.sumBy(selector: (Short) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
public inline fun IntArray.sumBy(selector: (Int) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
public inline fun LongArray.sumBy(selector: (Long) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
public inline fun FloatArray.sumBy(selector: (Float) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```
selector(element) \n    return sum
} * Returns the sum of all values produced by [selector] function applied to each element in the array.

public inline fun DoubleArray.sumBy(selector: (Double) -> Int): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.

public inline fun BooleanArray.sumBy(selector: (Boolean) -> Int): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.

public inline fun CharArray.sumBy(selector: (Char) -> Int): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.

public inline fun <T> Array<out T>.sumByDouble(selector: (T) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.

public inline fun ByteArray.sumByDouble(selector: (Byte) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.

public inline fun ShortArray.sumByDouble(selector: (Short) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.

public inline fun IntArray.sumByDouble(selector: (Int) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.

public inline fun LongArray.sumByDouble(selector: (Long) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.

public inline fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.

public inline fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n} * Returns the sum of all values produced by [selector] function applied to each element in the array.

public fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {\n    for (element in this) {\n        if (element == null) {\n            throw IllegalArgumentException("null element found in $this.")\n        }\n    }\n    @Suppress("UNCHECKED_CAST")\n    return this as Array<T>\n} * Throws an [IllegalArgumentException] if there are any `null` elements.

public inline fun Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {\n    val first = ArrayList<T>()\n    val second = ArrayList<T>()\n    for (element in this) {\n        if (predicate(element)) {\n            first.add(element)\n        } else {\n            second.add(element)\n        }\n    }\n    return Pair(first, second)\n} * Splits the original array into two lists, where *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`.
elements for which [predicate] yielded `false`.\n*/unpublished inline fun ShortArray.zip(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n */ un* sample
samples.collections.Iterables.Operations.zipIteRable\n*/unpublished inline fun <T, R> Array<out T>.zip(other: Array<out R>): List<Pair<T, R>> {
    var first = ArrayList<T>()
    var second = ArrayList<R>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original array into pair of lists.\n * where *first* list contains elements for which [predicate] yielded `true`.\n * while *second* list contains elements for which [predicate] yielded `false`.\n */ un*sample inline fun ArrayList<Int>().partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
    val first = ArrayList<Int>()
    val second = ArrayList<Int>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n */ un* sample
samples.collections.Iterables.Operations.zipIteRable\n*/unpublished inline fun <T, R> ShortArray.zip(other: Array<out R>): List<Pair<T, R>> {
    var first = ArrayList<T>()
    var second = ArrayList<R>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n * The returned list has length of the shortest collection.\n */ un* sample
samples.collections.Iterables.Operations.zipIteRable\n*/unpublished inline fun <R> IntArray.zip(other: Array<out R>): List<Pair<Int, R>> {
    var first = ArrayList<Int>()
    var second = ArrayList<R>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.

```kotlin
Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
```

```kotlin
LongArray.zip(other: Array<out R>): List<Pair<Long, R>> { if (t1, t2 -> t1 to t2 )}|n|\n|n|*/ Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
```

```kotlin
FloatArray.zip(other: Array<out R>): List<Pair<Float, R>> { if (t1, t2 -> t1 to t2 )}|n|\n|n|*/ Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
```

```kotlin
BooleanArray.zip(other: Array<out R>): List<Pair<Boolean, R>> { if (t1, t2 -> t1 to t2 )}|n|\n|n|*/ Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
```

```kotlin
CharArray.zip(other: Array<out R>): List<Pair<Char, R>> { if (t1, t2 -> t1 to t2 )}|n|\n|n|*/ Returns a list of pairs built from the elements of `this` array and the [other] array with the same index. The returned list has length of the shortest collection.
```

```kotlin
Array.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> { if (t1, t2 -> t1 to t2 )}|n|\n|n|*/ Returns a list of values built from the elements of `this` array and the [other] array with the same index using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest collection.
```

```kotlin
ByteArray.zip(other: Array<out R>, transform: (a: Byte, b: R) -> V): List<V> { if (t1, t2 -> t1 to t2 )}|n|\n|n|*/ Returns a list of values built from the elements of `this` array and the [other] array with the same index using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest collection.
```

```kotlin
ShortArray.zip(other: Array<out R>, transform: (a: Short, b: R) -> V): List<V> { if (t1, t2 -> t1 to t2 )}|n|\n|n|*/ Returns a list of values built from the elements of `this` array and the [other] array with the same index using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest collection.
```

```kotlin
IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> { if (t1, t2 -> t1 to t2 )}|n|\n|n|*/ Returns a list of values built from the elements of `this` array and the [other] array with the same index using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest collection.
```

```kotlin
LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> { if (t1, t2 -> t1 to t2 )}|n|\n|n|*/ Returns a list of values built from the elements of `this` array and the [other] array with the same index using the provided [transform] function applied to each pair of elements. The returned list has length of the shortest collection.
```
```kotlin
public inline fun <R, V>
FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayListV<>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
   * Returns a list of values built from the elements of `this' array and the [other] array with the same index
   * using the provided [transform] function applied to each pair of elements.
   * The returned list has length of the shortest collection.
   */
@sample
samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V>
DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayListV<>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
   * Returns a list of values built from the elements of `this' array and the [other] array with the same index
   * using the provided [transform] function applied to each pair of elements.
   * The returned list has length of the shortest collection.
   */
@sample
samples.collections.Operations.zipIterableWithTransform

public inline fun <R, V>
CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayListV<>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
   * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
   * The returned list has length of the shortest collection.
   */
@sample
samples.collections.Operations.zipIterableWithTransform

public infix fun <T, R> Array<out T>.zip(other: Iterable<R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
   * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
   * The returned list has length of the shortest collection.
   */
@sample
samples.collections.Operations.zipIterableWithTransform

public infix fun <R> ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
   * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
   * The returned list has length of the shortest collection.
   */
@sample
samples.collections.Operations.zipIterableWithTransform

public infix fun <R> IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
   * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
   * The returned list has length of the shortest collection.
   */
@sample
samples.collections.Operations.zipIterableWithTransform

public infix fun <R> FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
   * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
   * The returned list has length of the shortest collection.
   */
@sample
samples.collections.Operations.zipIterableWithTransform

public infix fun <R> DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

**Open Source Used In DCNM 12 12.0(2) 3661**
<R> BooleanArray.zip(other: Iterable<R>): List<Pair<Boolean, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of 'this' collection and [other] array with the same
 * index. The returned list has length of the shortest collection.
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 * The returned list has length of the shortest collection.
 * The returned list has length of the shortest collection.
in other) { 
    if (i >= arraySize) break 
    list.add(transform(this[i++], element)) 
} 
return list
}

public inline fun <R, V> BooleanArray.zip(other: Iterable<R>, transform: (a: Boolean, b: R) -> V): List<V> {
    val arraySize = size 
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0 
    for (element in other) {
        if (i >= arraySize) break 
        list.add(transform(this[i++], element)) 
    } 
    return list
}

public inline fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> {
    val arraySize = size 
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0 
    for (element in other) {
        if (i >= arraySize) break 
        list.add(transform(this[i++], element)) 
    } 
    return list
}

public infix fun ByteArray.zip(other: ByteArray): List<Pair<Byte, Byte>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

public infix fun ShortArray.zip(other: ShortArray): List<Pair<Short, Short>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

public infix fun IntArray.zip(other: IntArray): List<Pair<Int, Int>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

public infix fun LongArray.zip(other: LongArray): List<Pair<Long, Long>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

public infix fun FloatArray.zip(other: FloatArray): List<Pair<Float, Float>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

public infix fun DoubleArray.zip(other: DoubleArray): List<Pair<Double, Double>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

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with the same index\n * using the provided [transform] function applied to each pair of elements.\n * The returned list has length of the shortest array.\n * @sample samples.collections.Iterables.Operations.zipIterableWithTransform\n */
public inline fun <T, A : Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
            buffer.append(truncated)
        }
        return list\n    }
}
} else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...".
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> JoinTo buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((A) -> CharSequence)? = null): A {
    buffer.append(separator)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...".
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> ByteArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...".
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> ShortArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...".
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> IntArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...".
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> LongArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...".
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> FloatArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
buffer.append(separator) \n if (limit < 0 || count <= limit) \n     if (transform != null) \n         buffer.append(transform(element)) \n     else \n         buffer.append(element.toString()) \n } else break
 \n if (limit >= 0 && count > limit) buffer.append(truncated) \n buffer.append(postfix) \n return buffer.toString() \n     * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. \n     * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to "..."). \n     * \n     * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun ByteArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. \n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to "..."). \n * \n * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Array<out T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): A \n buffer.append(prefix) \n var count = 0 \n for (element in this) \n { \n     if (++count > 1) buffer.append(separator) \n     else buffer.append(element.toString()) \n } else break
 \n if (limit >= 0 && count > limit) buffer.append(truncated) \n buffer.append(postfix) \n return buffer.toString() \n     * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. \n     * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to "..."), \n     * \n     * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): Double \n buffer.append(prefix) \n var count = 0 \n for (element in this) \n { \n     if (++count > 1) buffer.append(separator) \n     else buffer.append(element.toString()) \n } else break
 \n if (limit >= 0 && count > limit) buffer.append(truncated) \n buffer.append(postfix) \n return buffer.toString() \n     * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. \n     * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to "..."), \n     * \n     * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): Boolean \n buffer.append(prefix) \n var count = 0 \n for (element in this) \n { \n     if (++count > 1) buffer.append(separator) \n     else buffer.append(element.toString()) \n } else break
 \n if (limit >= 0 && count > limit) buffer.append(truncated) \n buffer.append(postfix) \n return buffer.toString() \n     * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied. \n     * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] * elements will be appended, followed by the [truncated] string (which defaults to "..."), \n     * \n     * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <A : Appendable> CharArray.joinTo(buffer: A, separator: CharSequ
huge, you can specify a non-negative value of [limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which defaults to ". . .").\n * @sample
samples.collections.Collections.Transformations.joinToString
 */
public fun ShortArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Short) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which defaults to ". . .").\n * @sample
samples.collections.Collections.Transformations.joinToString
 */
public fun IntArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which defaults to ". . .").\n * @sample
samples.collections.Collections.Transformations.joinToString
 */
public fun LongArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Long) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which defaults to ". . .").\n * @sample
samples.collections.Collections.Transformations.joinToString
 */
public fun FloatArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which defaults to ". . .").\n * @sample
samples.collections.Collections.Transformations.joinToString
 */
public fun DoubleArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Double) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which defaults to ". . .").\n * @sample
samples.collections.Collections.Transformations.joinToString
 */
public fun BooleanArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Boolean) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which defaults to ". . .").\n * @sample
samples.collections.Collections.Transformations.joinToString
 */
public fun CharArray.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()\n * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.\n * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit]n * elements will be appended, followed by the [truncated] string (which defaults to ". . .").\n * @sample
samples.collections.Collections.Transformations.joinToString
 */
public fun
wraps the original array returning its elements when being iterated.\n */
public fun <T> Array<out T>.asIterable():
    Iterable<T> {
        if (isEmpty()) return emptyList()
        return Iterable { this.iterator() }\n    }

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */
public fun ByteArray.asIterable(): Iterable<Byte> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }\n}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */
public fun ShortArray.asIterable(): Iterable<Short> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }\n}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */
public fun IntArray.asIterable(): Iterable<Int> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }\n}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */
public fun LongArray.asIterable(): Iterable<Long> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }\n}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */
public fun FloatArray.asIterable(): Iterable<Float> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }\n}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */
public fun DoubleArray.asIterable(): Iterable<Double> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }\n}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */
public fun BooleanArray.asIterable(): Iterable<Boolean> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }\n}

/**
 * Creates an [Iterable] instance that wraps the original array returning its elements when being iterated.\n */
public fun CharArray.asIterable(): Iterable<Char> {
    if (isEmpty()) return emptyList()
    return Iterable { this.iterator() }\n}

/**
 * Returns an average value of elements in the array.
 * @sample samples.collections.Sequences.Building.sequenceFromArray
 */
public fun <T> Array<out T>.asSequence():
    Sequence<T> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }\n    }

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n */
public fun ByteArray.asSequence():
    Sequence<Byte> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }\n    }

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n */
public fun ShortArray.asSequence():
    Sequence<Short> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }\n    }

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n */
public fun IntArray.asSequence():
    Sequence<Int> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }\n    }

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n */
public fun LongArray.asSequence():
    Sequence<Long> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }\n    }

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n */
public fun FloatArray.asSequence():
    Sequence<Float> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }\n    }

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n */
public fun DoubleArray.asSequence():
    Sequence<Double> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }\n    }

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n */
public fun BooleanArray.asSequence():
    Sequence<Boolean> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }\n    }

/**
 * Creates a [Sequence] instance that wraps the original array returning its elements when being iterated.\n */
public fun CharArray.asSequence():
    Sequence<Char> {
        if (isEmpty()) return emptySequence()
        return Sequence { this.iterator() }\n    }

/**
 * Returns an average value of elements in the array.\n */

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@kotlin.jvm.JvmName("averageOfByte")
public fun Array<out Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Array<out Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Array<out Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Array<out Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ByteArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun ShortArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun IntArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun LongArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun FloatArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
public fun DoubleArray.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}
sum of all elements in the array.\n */\npublic fun ShortArray.sum(): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n
/**\n * Returns the sum of all elements in the array.\n */\npublic fun IntArray.sum(): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n
/**\n * Returns the sum of all elements in the array.\n */\npublic fun LongArray.sum(): Long {\n    var sum: Long = 0L\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n
/**\n * Returns the sum of all elements in the array.\n */\npublic fun FloatArray.sum(): Float {\n    var sum: Float = 0.0f\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n
/**\n * Returns the sum of all elements in the array.\n */\npublic fun DoubleArray.sum(): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += element\n    }\n    return sum\n}\n
---

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

package kotlin.ranges

// NOTE: THIS FILE IS AUTO-GENERATED by the GenerateStandardLib.kt

import kotlin.random.*

/**\n * Returns a random element from this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun IntRange.random(): Int {
    return random(Random)\n}\n
/**\n * Returns a random element from this range.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun LongRange.random(): Long {
    return random(Random)\n}\n
/**\n * Returns a random element from this range.\n * \n * @throws NoSuchElementException if this range is empty.\n */\n@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun CharRange.random(): Char {
    return random(nextInt(this))\n}\n
/**\n * Returns a random element from this range using the specified source of randomness.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin("1.3")\npublic fun IntRange.random(random: Random): Int {\n    try {
        return random.nextInt(this)\n    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)\n    }\n}\n
/**\n * Returns a random element from this range using the specified source of randomness.\n * \n * @throws IllegalArgumentException if this range is empty.\n */\n@SinceKotlin("1.3")\npublic fun LongRange.random(random: Random): Long {\n    try {
        return random.nextLong(this)\n    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)\n    }\n}\n
/**\n * Returns a random element from this range, or `null` if this range is empty.\n */\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun IntRange.randomOrNull(): Int? {\n    if (isEmpty())\n        return null\n    return random.nextInt(this)\n}\n
/**\n * Returns a random element from this range, or `null` if this range is empty.\n */\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun LongRange.randomOrNull(random: Random): Long? {\n    if (isEmpty())\n        return null\n    return random.nextLong(this)\n}\n
/**\n * Returns a random
element from this range using the specified source of randomness, or `null` if this range is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharRange.randomOrNull(random: Random): Char?
    { if (isEmpty())
        return null
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}
```

Returns `true` if this range contains the specified `[element]`. Always returns `false` if the `[element]` is `null`. This function is `inline` and `in` the `kotlin.internal` package. It takes a `Random` object as input to generate a random `Int` value within the range, converts it to a `Char`, and returns it or `null` if the range is empty.

```kotlin
/**
 * Returns `true` if this range contains the specified `[element]`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharRange.randomOrNull(random: Random): Char
    { if (isEmpty())
        return null
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}
```

This is similar to the previous method but instead of returning `null` when the range is empty, it returns a specific value generated by the `Random` object. It also checks if the specified `[element]` is `null`.

```kotlin
/**
 * Returns `true` if this range contains the specified `[element]`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharRange.randomOrNull(random: Random): Char
    { if (isEmpty())
        return null
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}
```

This method is not inline and is part of the `kotlin.internal` package. It performs the same operation as the previous one but without the `null` check.

```kotlin
/**
 * Returns `true` if this range contains the specified `[element]`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharRange.randomOrNull(random: Random): Char
    { if (isEmpty())
        return null
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}
```

This method is inline and is part of the `kotlin.internal` package. It checks if the range is empty and returns a random `Char` value generated by the `Random` object within the range.

```kotlin
 /**
 * Returns `true` if this range contains the specified `[element]`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharRange.randomOrNull(random: Random): Char
    { if (isEmpty())
        return null
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}
```

This is the same as the previous method but is not inline and is part of the `kotlin.internal` package.

```kotlin
/**
 * Returns `true` if this range contains the specified `[element]`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharRange.randomOrNull(random: Random): Char
    { if (isEmpty())
        return null
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}
```

This method is inline and is part of the `kotlin.internal` package. It checks if the range is empty and returns a random `Char` value generated by the `Random` object within the range.

```kotlin
/**
 * Returns `true` if this range contains the specified `[element]`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharRange.randomOrNull(random: Random): Char
    { if (isEmpty())
        return null
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
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    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
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}
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 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharRange.randomOrNull(random: Random): Char
    { if (isEmpty())
        return null
    return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
}
```

This is the same as the previous method but is not inline and is part of the `kotlin.internal` package.
contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics
and is going to be removed.\")\n@kotlin.jvm.JvmName(\"longRangeContains\")\npublic operator fun
ClosedRange<Long>.contains(value: Float): Boolean {\n return value.toLongExactOrNull().let { if (it != null)
contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics
and is going to be removed.\")\n@kotlin.jvm.JvmName(\"byteRangeContains\")\npublic operator fun
ClosedRange<Byte>.contains(value: Float): Boolean {\n return value.toByteExactOrNull().let { if (it != null)
contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics
and is going to be removed.\")\n@kotlin.jvm.JvmName(\"shortRangeContains\")\npublic operator fun
ClosedRange<Short>.contains(value: Float): Boolean {\n return value.toShortExactOrNull().let { if (it != null)
contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@kotlin.jvm.JvmName(\"doubleRangeContains\")\npublic operator fun ClosedRange<Double>.contains(value:
Float): Boolean {\n return contains(value.toDouble())\n}\n\n/**\n * Checks if the specified [value] belongs to this
range.\n */\n@kotlin.jvm.JvmName(\"longRangeContains\")\npublic operator fun
ClosedRange<Long>.contains(value: Int): Boolean {\n return contains(value.toLong())\n}\n\n/**\n * Checks if the
specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"byteRangeContains\")\npublic operator fun
ClosedRange<Byte>.contains(value: Int): Boolean {\n return value.toByteExactOrNull().let { if (it != null)
contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@kotlin.jvm.JvmName(\"shortRangeContains\")\npublic operator fun ClosedRange<Short>.contains(value: Int):
Boolean {\n return value.toShortExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n * Checks if
the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and
floating point arguments has ambiguous semantics and is going to be
removed.\")\n@kotlin.jvm.JvmName(\"doubleRangeContains\")\npublic operator fun
ClosedRange<Double>.contains(value: Int): Boolean {\n return contains(value.toDouble())\n}\n\n/**\n * Checks
if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer and
floating point arguments has ambiguous semantics and is going to be
removed.\")\n@kotlin.jvm.JvmName(\"floatRangeContains\")\npublic operator fun
ClosedRange<Float>.contains(value: Int): Boolean {\n return contains(value.toFloat())\n}\n\n/**\n * Checks if the
specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"intRangeContains\")\npublic operator fun
ClosedRange<Int>.contains(value: Long): Boolean {\n return value.toIntExactOrNull().let { if (it != null)
contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@kotlin.jvm.JvmName(\"byteRangeContains\")\npublic operator fun ClosedRange<Byte>.contains(value:
Long): Boolean {\n return value.toByteExactOrNull().let { if (it != null) contains(it) else false }\n}\n\n/**\n *
Checks if the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"shortRangeContains\")\npublic
operator fun ClosedRange<Short>.contains(value: Long): Boolean {\n return value.toShortExactOrNull().let { if
(it != null) contains(it) else false }\n}\n\n/**\n * Checks if the specified [value] belongs to this range.\n
*/\n@Deprecated(\"This `contains` operation mixing integer and floating point arguments has ambiguous semantics
and is going to be removed.\")\n@kotlin.jvm.JvmName(\"doubleRangeContains\")\npublic operator fun
ClosedRange<Double>.contains(value: Long): Boolean {\n return contains(value.toDouble())\n}\n\n/**\n *
Checks if the specified [value] belongs to this range.\n */\n@Deprecated(\"This `contains` operation mixing integer
and floating point arguments has ambiguous semantics and is going to be
removed.\")\n@kotlin.jvm.JvmName(\"floatRangeContains\")\npublic operator fun
ClosedRange<Float>.contains(value: Long): Boolean {\n return contains(value.toFloat())\n}\n\n/**\n * Checks if
the specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"intRangeContains\")\npublic operator fun
ClosedRange<Int>.contains(value: Short): Boolean {\n return contains(value.toInt())\n}\n\n/**\n * Checks if the
specified [value] belongs to this range.\n */\n@kotlin.jvm.JvmName(\"longRangeContains\")\npublic operator fun

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```kotlin
ClosedRange<Long>.contains(value: Short): Boolean { return contains(value.toLong()) } // Checks if the specified [value] belongs to this range.

ClosedRange<Byte>.contains(value: Short): Boolean { return contains(value.toByteExactOrNull().let { if (it != null) it else false }) } // Checks if the specified [value] belongs to this range.

ClosedRange<Double>.contains(value: Short): Boolean { return contains(value.toDouble()) } // Checks if the specified [value] belongs to this range.
```

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Short): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Short): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Short): Boolean {
    return contains(value.toFloat())
}

/**
 * Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.
 */
public infix fun Int.downTo(to: Byte): IntProgression { return IntProgression.fromClosedRange(this, to.toInt(), -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Long.downTo(to: Byte): LongProgression { return LongProgression.fromClosedRange(this, to.toLong(), -1L) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Byte.downTo(to: Byte): IntProgression { return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Short.downTo(to: Byte): IntProgression { return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Char.downTo(to: Char): CharProgression { return CharProgression.fromClosedRange(this, to, -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Int.downTo(to: Int): IntProgression { return IntProgression.fromClosedRange(this.toInt(), to, -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Long.downTo(to: Int): LongProgression { return LongProgression.fromClosedRange(this, to.toLong(), -1L) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Byte.downTo(to: Int): IntProgression { return IntProgression.fromClosedRange(this.toInt(), to, -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Short.downTo(to: Int): IntProgression { return IntProgression.fromClosedRange(this.toInt(), to, -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Int.downTo(to: Long): IntProgression { return IntProgression.fromClosedRange(this.toInt(), to, -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Long.downTo(to: Long): LongProgression { return LongProgression.fromClosedRange(this, to.toLong(), -1L) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Byte.downTo(to: Long): IntProgression { return IntProgression.fromClosedRange(this.toInt(), to, -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Short.downTo(to: Long): IntProgression { return IntProgression.fromClosedRange(this.toInt(), to, -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Char.downTo(to: Char): CharProgression { return CharProgression.fromClosedRange(this, to, -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Int.downTo(to: Char): IntProgression { return IntProgression.fromClosedRange(this.toInt(), to, -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Long.downTo(to: Char): LongProgression { return LongProgression.fromClosedRange(this.toLong(), to.toLong(), -1L) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Byte.downTo(to: Char): IntProgression { return IntProgression.fromClosedRange(this.toInt(), to, -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Short.downTo(to: Char): IntProgression { return IntProgression.fromClosedRange(this.toInt(), to, -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Int.downTo(to: Char): IntProgression { return IntProgression.fromClosedRange(this.toInt(), to, -1) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.

public infix fun Long.downTo(to: Char): LongProgression { return LongProgression.fromClosedRange(this.toLong(), to.toLong(), -1L) } // Returns a progression from this value down to the specified [to] value with the step -1 and [to] value should be less than or equal to this value.
```
| 
| Returns a progression from this value down to the specified [to] value with the step -1.
| The [to] value should be less than or equal to ‘this’ value. * If the [to] value is greater than ‘this’ value the returned progression is empty.
| */
| public infix fun Byte.downTo(to: Long): LongProgression {
| return LongProgression.fromClosedRange(this.toLong(), to, -1L)
|}
| */
| public infix fun Short.downTo(to: Long): LongProgression {
| return LongProgression.fromClosedRange(this.toLong(), to, -1L)
|}
| */
| public infix fun Int.downTo(to: Short): IntProgression {
| return IntProgression.fromClosedRange(this, to.toInt(), -1)
|}
| */
| public infix fun Long.downTo(to: Short): LongProgression {
| return LongProgression.fromClosedRange(this.toLong(), to.toLong(), -1L)
|}
| */
| public infix fun Byte.downTo(to: Short): IntProgression {
| return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
|}
| */
| public infix fun Short.downTo(to: Short): IntProgression {
| return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
|}
| */
| public infix fun Int.downTo(to: Int): IntProgression {
| return IntProgression.fromClosedRange(first, last, step)
|}
| */
| public infix fun Long.downTo(to: Long): LongProgression {
| return LongProgression.fromClosedRange(first, last, step)
|}
| */
| public infix fun Char.downTo(to: Char): CharProgression {
| return CharProgression.fromClosedRange(first, last, step)
|}
| */
| internal fun Int.toByteExactOrNull(): Byte? {
| return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null
|}
| */
| internal fun Long.toByteExactOrNull(): Byte? {
| return if (this in Byte.MIN_VALUE.toLong()..Byte.MAX_VALUE.toLong()) this.toByte() else null
|}
| */
| internal fun Short.toByteExactOrNull(): Byte? {
| return if (this in Byte.MIN_VALUE.toShort()..Byte.MAX_VALUE.toShort()) this.toByte() else null
|}
| */
| internal fun Double.toByteExactOrNull(): Byte? {
| return if (this in Byte.MIN_VALUE.toDouble()..Byte.MAX_VALUE.toDouble()) this.toByte() else null
|}
| */
| internal fun Float.toByteExactOrNull(): Byte? {
| return if (this in Byte.MIN_VALUE.toFloat()..Byte.MAX_VALUE.toFloat()) this.toByte() else null
|}
| */
| internal fun Long.toIntExactOrNull(): Int? {
| return if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong()) this.toInt() else null
|}
| */
| internal fun Double.toIntExactOrNull(): Int? {
| return if (this in Int.MIN_VALUE.toDouble()..Int.MAX_VALUE.toDouble()) this.toInt() else null
|}

---

**Open Source Used in DCNM 12.12.0(2) 3674**
Float.toIntExactOrNull(): Int? { return if (this in Int.MIN_VALUE.toFloat()..Int.MAX_VALUE.toFloat()) this.toInt() else null
}

internal fun Double.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toDouble()..Long.MAX_VALUE.toDouble()) this.toLong() else null
}

internal fun Float.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toFloat()..Long.MAX_VALUE.toFloat()) this.toLong() else null
}

internal fun Int.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt()) this.toShort() else null
}

internal fun Long.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toLong()..Short.MAX_VALUE.toLong()) this.toShort() else null
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 * If the [to] value is less than or equal to `this` value, then the returned range is empty.
 */
public infix fun Int.until(to: Byte): IntRange {
    return this .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Long.until(to: Byte): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Byte.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Char.until(to: Char): CharRange {
    if (to <= '\u0000') return CharRange.EMPTY
    return this .. (to - 1).toChar()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Int.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTY
    return this .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Long.until(to: Int): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Byte.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTY
    return this .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Short.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTY
    return this .. (to - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Int.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Long.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Byte.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.
 */
public infix fun Short.until(to: Long): LongRange {
    if (to <= Long.MIN_VALUE) return LongRange.EMPTY
    return this .. (to - 1).toLong()
Returns a range from this value up to but excluding the specified \[to\] value.\n
* If the \[to\] value is less than or equal to \‘this\’ value, then the returned range is empty.\n
```kotlin
public infix fun Int.until(to: Short): IntRange {
    return this .. (to.toInt() - 1).toInt()
}
```

* Ensures that this value is not less than the specified \[minimumValue\].\n
```kotlin
public fun Byte.coerceAtLeast(minimumValue: Byte): Byte {
    return if (this < minimumValue) minimumValue else this
}
```

* Ensures that this value is not greater than the specified \[maximumValue\].\n
```kotlin
public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}
```

If the \[to\] value is less than or equal to \‘this\’ value, then the returned range is empty.\n
```kotlin
public infix fun Long.until(to: Short): LongRange {
    return this .. (to.toLong() - 1).toLong().toInt() .. (to.toLong() - 1).toLong().toInt() + 1
}
```

* Ensures that this value is not greater than the specified \[maximumValue\].\n
```kotlin
public fun Long.coerceAtMost(maximumValue: Long): Long {
    return if (this > maximumValue) maximumValue else this
}
```

* Ensures that this value is not less than the specified \[minimumValue\].\n
```kotlin
public fun Int.coerceAtMost(maximumValue: Int): Int {
    return if (this > maximumValue) maximumValue else this
}
```

### Samples

* @sample Open Source Used In DCNM 12.10.0(2) 3676

---

**Open Source Used In DCNM 12.10.0(2) 3676**
greater than the specified \[maximumValue\].

* @return this value if it's less than or equal to the \[maximumValue\] or the \[maximumValue\] otherwise.

* @sample samples.comparisons.ComparableOps.coerceAtMost
*
*public fun Int.coerceAtMost(maximumValue: Int): Int
{
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified \[maximumValue\].
 * 
 * @return this value if it's less than or equal to the \[maximumValue\] or the \[maximumValue\] otherwise.

* @sample samples.comparisons.ComparableOps.coerceAtMost
*
*/
public fun Int.coerceAtMost(maximumValue: Long): Long
{
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range \[minimumValue\]..\[maximumValue\].
 * 
 * @return this value if it's in the range, or \[minimumValue\] if this value is less than \[minimumValue\], or \[maximumValue\] if this value is greater than \[maximumValue\].

* @sample samples.comparisons.ComparableOps.coerceInComparable
*/
public fun<T : Comparable<T>> T.coerceIn(minimumValue: T?, maximumValue: T?): T
{
    if (minimumValue !== null && maximumValue !== null && minimumValue > maximumValue) throw

    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (minimumValue < maximumValue)
    {
        if (this < minimumValue) return minimumValue
        else
        {
            if (minimumValue <= null && this < minimumValue)
            {
                return minimumValue
            }
            else
            {
                return maximumValue
            }
        }
        return maximumValue
    }
    else
    {
        if (minimumValue < null)
        {
            return minimumValue
        }
        else
        {
            return maximumValue
        }
    }
    return this
}

/**
 * Ensures that this value lies in the specified range \[minimumValue\]..\[maximumValue\].
 * 
 * @return this value if it's in the range, or \[minimumValue\] if this value is less than \[minimumValue\], or \[maximumValue\] if this value is greater than \[maximumValue\].

* @sample samples.comparisons.ComparableOps.coerceIn
*/
public fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte
{
    if (minimumValue > maximumValue) throw

    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue)
    {
        if (this > maximumValue)
        {
            return maximumValue
        }
        else
        {
            return minimumValue
        }
    }
    else
    {
        if (this < minimumValue)
        {
            return minimumValue
        }
        else
        {
            return maximumValue
        }
    }
    return this
}

/**
 * Ensures that this value lies in the specified range \[minimumValue\]..\[maximumValue\].
 * 
 * @return this value if it's in the range, or \[minimumValue\] if this value is less than \[minimumValue\], or \[maximumValue\] if this value is greater than \[maximumValue\].

* @sample samples.comparisons.ComparableOps.coerceIn
*/
public fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short
{
    if (minimumValue > maximumValue) throw

    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue)
    {
        if (this > maximumValue)
        {
            return maximumValue
        }
        else
        {
            return minimumValue
        }
    }
    else
    {
        if (this < minimumValue)
        {
            return minimumValue
        }
        else
        {
            return maximumValue
        }
    }
    return this
}

/**
 * Ensures that this value lies in the specified range \[minimumValue\]..\[maximumValue\].
 * 
 * @return this value if it's in the range, or \[minimumValue\] if this value is less than \[minimumValue\], or \[maximumValue\] if this value is greater than \[maximumValue\].

* @sample samples.comparisons.ComparableOps.coerceIn
*/
public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int
{
    if (minimumValue > maximumValue) throw

    IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue)
    {
        if (this > maximumValue)
        {
            return maximumValue
        }
        else
        {
            return minimumValue
        }
    }
    else
    {
        if (this < minimumValue)
        {
            return minimumValue
        }
        else
        {
            return maximumValue
        }
    }
    return this
}
Long.coerceIn(minimumValue: Long, maximumValue: Long): Long
if (minimumValue > maximumValue)
throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue
is less than minimum $minimumValue.")
if (this < minimumValue) return minimumValue
if (this > maximumValue)
return maximumValue

Long.coerceIn(minimumValue: Long, maximumValue: Long): Long
return this

if (minimumValue > maximumValue)
throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue
is less than minimum $minimumValue.")
if (this < minimumValue) return minimumValue
if (this > maximumValue)
return maximumValue

Double.coerceIn(minimumValue: Double, maximumValue: Double): Double

if (minimumValue > maximumValue)
throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue
is less than minimum $minimumValue.")
if (this < minimumValue) return minimumValue
if (this > maximumValue)
return maximumValue

Long.coerceIn(minimumValue: Long, maximumValue: Long): Long
if (minimumValue > maximumValue)
return maximumValue
if (this < minimumValue) return minimumValue
if (this > maximumValue)
throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue
is less than minimum $minimumValue.")
if (this < minimumValue) return minimumValue
if (this > maximumValue)
return maximumValue

Long.coerceIn(minimumValue: Long, maximumValue: Long): Long

if (minimumValue > maximumValue)
return maximumValue
if (this < minimumValue) return minimumValue
if (this > maximumValue)
throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue
is less than minimum $minimumValue.")
if (this < minimumValue) return minimumValue
if (this > maximumValue)
return maximumValue

Int.coerceIn(range: ClosedRange<Int>): Int
if (range.is_empty())
throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")

return when {
    this < range.start
    -> range.start
    this > range.end_inclusive
    -> range.end_inclusive
    else
    -> this
}

Int.coerceIn(range: ClosedRange<Int>): Int

if (range.is_empty())
throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")

return when {
    this < range.start
    -> range.start
    this > range.end_inclusive
    -> range.end_inclusive
    else
    -> this
}

Int.coerceIn(range: ClosedRange<Int>): Int

if (range.is_empty())
throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")

return when {
    this < range.start
    -> range.start
    this > range.end_inclusive
    -> range.end_inclusive
    else
    -> this
}

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A constant holding the minimum value an instance of UByte can have.

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* A constant holding the maximum value an instance of UByte can have.
inline operator fun div(other: ULong): ULong = this.toULong().div(other) /** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UByte): UByte = this.toUInt().rem(other.toUInt()) /** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: UShort): UInt = this.toUInt().rem(other.toUInt()) /** Calculates the remainder of dividing this value by the other value. */
@kotlin.internal.InlineOnly
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other.toULong()) /** Calculates the remainder of dividing this value by the other value. */
this.toInt().toFloat
/**
* Converts this [UByte] value to [Double].
* The resulting 'Double' value represents the same numerical value as this 'UByte'.
*/
@kotlin.internal.InlineOnly
public inline fun toDouble(): Double = this.toInt().toDouble()

public override fun toString(): String =

/**
* Converts this [Byte] value to [UByte].
* The resulting 'UByte' value represents the same numerical value as this 'Byte'.
The resulting 'UByte' value has the same binary representation as this 'Byte' value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toUByte(): UByte = UByte(this)

/**
* Converts this [Short] value to [UByte].
* The resulting 'UByte' value represents the same numerical value as this 'Short'.
The resulting 'UByte' value is represented by the least significant 8 bits of this 'Short' value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toUByte(): UByte = UByte(this.toByte())

/**
* Converts this [Int] value to [UByte].
* The resulting 'UByte' value represents the same numerical value as this 'Int'.
The resulting 'UByte' value is represented by the least significant 8 bits of this 'Int' value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUByte(): UByte = UByte(this.toByte())

/**
* Converts this [Long] value to [UByte].
* The resulting 'UByte' value represents the same numerical value as this 'Long'.
The resulting 'UByte' value is represented by the least significant 8 bits of this 'Long' value.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toUByte(): UByte = UByte(this.toByte())

/*
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 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@PublishedApi
public inline class UInt @PublishedApi internal constructor(@PublishedApi internal val data: Int) : Comparable<UInt> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UInt can have.
         */
        public const val MIN_VALUE: UInt = UInt(0)

        /**
         * A constant holding the maximum value an instance of UInt can have.
         */
        public const val MAX_VALUE: UInt = UInt(-1)

        /**
         * The number of bytes used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BYTES: Int = 4


        /**
         * The number of bits used to represent an instance of UInt in a binary form.
         */
        public const val SIZE_BITS: Int = 32

        @PublishedApi
        public inline fun toByteArray(): ByteArray = this.toByte().toByteArray()
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = uintCompare(this.data, other.data)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = uintCompare(this.data, other.data)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = uintCompare(this.data, other.data)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): Int = this.compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
     * or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): Int = this.compareTo(other)
inline operator fun plus(other: UShort): UInt = this.plus(other.toUInt())
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt =
        UInt(this.data.plus(other.data))
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong =
        this.toULong().plus(other)
    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UByte =
        this.toUByte().plus(other)

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt =
        this.minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt =
        this.minus(other.toUInt())
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt =
        UInt(this.data.minus(other.data))
    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong =
        this.toULong().minus(other)

    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UByte): UInt =
        this.times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UShort): UInt =
        this.times(other.toUInt())
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: UInt): UInt =
        UInt(this.data.times(other.data))
    /** Multiplies this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun times(other: ULong): ULong =
        this.toULong().times(other)

    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UByte): UInt =
        this.div(other.toUInt())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UShort): UInt =
        this.div(other.toUInt())
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: UInt): UInt =
        uintDivide(this, other)
    /** Divides this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun div(other: ULong): ULong =
        this.toULong().div(other)

    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UByte): UInt =
        this.rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UShort): UInt =
        this.rem(other.toUInt())
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: UInt): UInt =
        uintRemainder(this, other)
    /** Calculates the remainder of dividing this value by the other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rem(other: ULong): ULong =
        this.toULong().rem(other)

    /** Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inc(): UInt =
        UInt(data.inc())
    /** Decrements this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): UInt =
        UInt(data.dec())

    /** Creates a range from this value to the specified other value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: UInt): UIntRange =
        UIntRange(this, other)

    /** Shifts this value left by the bitCount number of bits. */
    @kotlin.internal.InlineOnly
    public inline infix fun shl(bitCount: Int): UInt =
        UInt(data shl bitCount)
    /** Shifts this value right by the bitCount number of bits, filling the leftmost bits with zeros. */
    @kotlin.internal.InlineOnly
    public inline infix fun shr(bitCount: Int): UInt =
        UInt(data ushr bitCount)
    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: UInt): UInt =
        UInt(this.data and other.data)
    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: UInt): UInt =
        UInt(this.data or other.data)
    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: UInt): UInt =
        UInt(this.data xor other.data)
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): UInt =
        UInt(data.inv())

    /** Converts this UInt value to Byte. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte =
        data.toByte()
    /** Converts this UInt value to Short. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short =
        data.toShort()
resulting `Short` value represents the same numerical value as this `UInt`. The resulting `Short` value is represented by the least significant 16 bits of this `UInt`. Note that the resulting `Short` value may be negative. Converts this `UInt` value to `Int`. If this value is less than or equals to `Int.MAX_VALUE`, the resulting `Int` value represents the same numerical value as this `UInt`. Otherwise the result is negative. The resulting `Int` value has the same binary representation as this `UInt` value.

* @kotlin.internal.InlineOnly
public inline fun toShort(): Short = data.toShort()

/**
 * Converts this `UInt` value to `Int`. If this value is less than or equals to `Int.MAX_VALUE`, the resulting `Int` value represents the same numerical value as this `UInt`. Otherwise the result is negative.
 */
@kotlin.internal.InlineOnly
public inline fun toInt(): Int = data

/**
 * Converts this `UInt` value to `Long`. The resulting `Long` value represents the same numerical value as this `UInt`. The least significant 32 bits of the resulting `Long` value are the same as the bits of this `UInt` value, whereas the most significant 32 bits are filled with zeros.
 */
@kotlin.internal.InlineOnly
public inline fun toLong(): Long = data.toLong() and 0xFFFF_FFFF

/**
 * Converts this `UInt` value to `UByte`. If this value is less than or equals to `UByte.MAX_VALUE`, the resulting `UByte` value represents the same numerical value as this `UInt` value. The resulting `UByte` value is represented by the least significant 8 bits of this `UInt` value.
 */
@kotlin.internal.InlineOnly
public inline fun toUByte(): UByte = data.toUByte()

/**
 * Converts this `UInt` value to `UShort`. If this value is less than or equals to `UShort.MAX_VALUE`, the resulting `UShort` value represents the same numerical value as this `UInt`. The resulting `UShort` value is represented by the least significant 16 bits of this `UInt` value.
 */
@kotlin.internal.InlineOnly
public inline fun toUShort(): UShort = data.toUShort()

/**
 * Returns this value.
 */
@kotlin.internal.InlineOnly
public inline fun toUInt(): UInt = this

/**
 * Converts this `Byte` value to `UInt`. If this value is positive, the resulting `UInt` value represents the same numerical value as this `Byte`. The least significant 8 bits of the resulting `UInt` value are the same as the bits of this `Byte` value, whereas the most significant 24 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toUInt(): UInt = UInt(this.toInt())

/**
 * Converts this `Short` value to `UInt`. If this value is positive, the resulting `UInt` value represents the same numerical value as this `Short`. The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `Short` value, whereas the most significant 16 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toUInt(): UInt = UInt(this.toInt())

/**
 * Converts this `Int` value to `UInt`. If this value is positive, the resulting `UInt` value represents the same numerical value as this `Int`. The resulting `UInt` value has the same binary representation as this `Int` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUInt(): UInt = UInt(this)
```kotlin
/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UShort @PublishedApi internal constructor(@PublishedApi internal val data: Short) : Comparable<UShort> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UShort can have.
         */
        public const val MIN_VALUE: UShort = UShort(0)

        /**
         * A constant holding the maximum value an instance of UShort can have.
         */
        public const val MAX_VALUE: UShort = UShort(-1)

        /**
         * The number of bytes used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BYTES: Int = 2

        /**
         * The number of bits used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BITS: Int = 16
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    public inline operator fun compareTo(other: ULong): ULong = this.toULong().compareTo(other)

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

    /** Adds the other value to this value. */
    public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

    /** Adds the other value to this value. */
    public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)

    /** Subtracts the other value from this value. */
    public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)

    /** Multiplies this value by the other value. */
    public inline operator fun times(other: ULong): ULong = this.toULong().times(other)
```
*\n * The least significant 16 bits of the resulting `UInt` value are the same as the bits of this `UShort` value, whereas the most significant 16 bits are filled with zeros. */
    @kotlin.internal.InlineOnly
    public inline
    fun toUInt(): UInt = UInt(data.toInt() and 0xFFFF)
    /**
     * Converts this [UShort] value to [ULong].
     * The resulting `ULong` value represents the same numerical value as this `UShort`. whereas the most significant 48 bits are filled with zeros.
     */
    @kotlin.internal.InlineOnly
    public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF)

    /**
     * Converts this [UShort] value to [Float].
     */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = this.toInt().toFloat()
    /**
     * Converts this [UShort] value to [Double].
     */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = this.toInt().toDouble()

    public override fun toString(): String = toInt().toString()

}

/**
 * Converts this [Byte] value to [UShort].
 * If this value is positive, the resulting `UShort` value represents the same numerical value as this `Byte` and the least significant 8 bits of the resulting `UShort` value are the same as the bits of this `Byte` value, whereas the most significant 8 bits are filled with the sign bit of this value.
 * Converts this [UShort] value to [Double].
 * This value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents the same numerical value as this `Int`. The resulting `UShort` value is represented by the least significant 16 bits of this `Int` value.
 * Converts this [Int] value to [UShort].
 * If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents the same numerical value as this `Long`. The resulting `UShort` value is represented by the least significant 16 bits of this `Long` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toUShort(): UShort = UShort(this.toShort())
/**
 * Converts this [Short] value to [UShort].
 * The resulting `UShort` value has the same binary representation as this `Short` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toUShort(): UShort = UShort(this)
/**
 * Converts this [Int] value to [UShort].
 * If this value is positive and less than or equals to [UShort.MAX_VALUE], the resulting `UShort` value represents the same numerical value as this `Int`. A range of values of type `Char`, an `UShort` value represents the same numerical value as this `Char` value.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */

package kotlin.ranges

/**
 * A range of values of type `Char`.
 */
public class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {
    override val start: Char get() = first
    override val endInclusive: Char get() = last

    override fun contains(value: Char): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is CharRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first + last)

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Char. */
        public val EMPTY: CharRange = CharRange(Char.MIN_VALUE, Char.MAX_VALUE)
    }
}

/**
 * A range of values of type `Int`.
 */
public class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {
    override val start: Int get() = first
    override val endInclusive: Int get() = last

    override fun contains(value: Int): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is IntRange && (isEmpty() && other.isEmpty() ||
        first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first + last)

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Int. */
        public val EMPTY: IntRange = IntRange(1, 0)
    }
}

/**
 * A range of values of type `Long`.
 */
public class LongRange(start: Long, endInclusive: Long) : ClosedRange<Long> {

    /**
     * Converts this [Long] value to [UShort].
     * The resulting `UShort` value represents the same numerical value as this `Long`. The resulting `UShort` value is represented by the least significant 16 bits of this `Long` value.
     */
LongProgression(start, endInclusive, 1), ClosedRange<Long> \{\n override val start: Long get() = first\n override val endInclusive: Long get() = last\n override fun contains(value: Long): Boolean = first <= value && value <= last\n override fun isEmpty(): Boolean = first > last\n override fun equals(other: Any?): Boolean =\n other is LongRange && (isEmpty() && other.isEmpty() ||\n    first == other.first && last == other.last)\n override fun hashCode(): Int =\n    if (isEmpty()) -1 else (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))).toInt()\n override fun toString(): String = "$first..$last"\n\n    companion object {\n        /** An empty range of values of type Long. */\n        public val EMPTY: LongRange = LongRange(1, 0)\n\n        // Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n        // Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.\n        /**\n         * Returns an empty read-only list. The returned list is serializable (JVM).\n         * @sample samples.collections.Collections.Lists.emptyList\n         */\n        @sample samples.collections.Collections.Lists.emptyListOrNull
        *\n        public fun <T> copyToArrayOfAny(elements: Collection<T>): Array<Any?> = elements.copyToArrayOfAny()
        \n        // Returns a new [MutableList] with the given elements.\n        /**\n         * Returns an empty new [MutableList] with the given elements.\n         */
        @sample samples.collections.Collections.Lists.mutableListOrNull
        public fun <T> mutableListOrNull(): MutableList<T> = ArrayList()
        \n        // Returns a new [ArrayList] with the given elements.\n        /**\n         * Returns a new [ArrayList] with the given elements.\n         */
        @sample samples.collections.Collections.Lists.arrayListOfOrNull
        public fun <T> arrayListOrNull(): ArrayList<T> = ArrayList()
        \n        // Returns a new read-only list of given elements. The returned list is serializable (JVM).\n        /**\n         * Returns a new read-only list of given elements. The returned list is serializable (JVM).\n         */\n        @sample samples.collections.Collections.Lists.emptyListOrNull
        *\n        public fun <T> emptyListOrNull(): List<T> =_emptyListOrNull()
        \n        // Returns a new [MutableList] with the given elements.\n        /**\n         * Returns a new [MutableList] with the given elements.\n         */
        @sample samples.collections.Collections.Lists.mutableListOrNull
        public fun <T> mutableListOrNull(): MutableList<T> = ArrayList()
        \n        // Returns a new [ArrayList] with the given elements.\n        /**\n         * Returns a new [ArrayList] with the given elements.\n         */
        @sample samples.collections.Collections.Lists.arrayListOrNull
        public fun <T> arrayListOrNull(): ArrayList<T> = ArrayList()
MutableList<T> =
    if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))

/**
 * Returns a new [ArrayList] with the given elements.
 * Returns a new read-only list either of single given element, if it is not null, or empty list if the element is null.
 * Returns a new read-only list only of those given elements, that are not null.
 * It should return the value for a list element given its index.
 */
@sample samples.collections.Collections.Lists.arrayListFromInitializer

/**
 * Creates a new read-only list with the specified [size], where each element is calculated by calling the specified
 * function. The function [init] is called for each list element sequentially starting from the first one.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> List(size: Int, init: (index: Int) -> T): List<T> = MutableList(size, init)

/**
 * Builds a new read-only list using the given [builderAction] and returning a read-only list with the same elements.
 * Using it outside of the function produces an unspecified behavior.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E> buildList(capacity: Int, @BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }
    return ArrayList<E>(capacity).apply(builderAction)
}

/**
 * Builds a new read-only list using the given [builderAction] and returning a read-only list with the same elements.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E> buildList(@BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }
    return ArrayList<E>().apply(builderAction)
}

/**
 * Returns an [IntRange] of the valid indices for this collection.
 */
public val Collection<*>.indices: IntRange
    get() = 0..size - 1

/**
 * Returns the index of the last item in the list or -1 if the list is empty.
 */
public val <T> List<T>.lastIndex: Int
    get() = this.size - 1

/**
 * Returns `true` if the collection is not empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.isNotEmpty(): Boolean = !isEmpty()

/**
 * Returns `true` if this nullable collection is either null or empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.isNullOrEmpty(): Boolean = !isNullOrEmpty() && !isEmpty() || this.isEmpty() || this.isEmpty()
<T> Collection<T>?.orEmpty(): Collection<T> = this ?: emptyList()<@ samples, Collections.Collections.Lists.emptyList()
*TAn@kotlin.internal.InlineOnly
public inline fun <T> List<T>?.orEmpty(): List<T> = this ?: emptyList()<@ sample, Collections.Collections.Collections.emptyList()
*TAn@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifEmpty(defaultValue: () -> R): R where C : Collection,www else this
*TAn
* @sample samples, Collections.Collections.emptyList()
*TAn@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
@kotlin.internal.InlineOnly
public inline fun <T> List<T>?.optimizeReadOnlyList() = when (size) {
    0 -> emptyList()
    1 -> listOf(this[0])
    else ->
this
} T

/**
 * Checks if all elements in the specified collection are contained in this collection.
 * * Allows to overcome type-safety restriction of `containsAll` that requires to pass a collection of type `Collection<E>`.
 * @return true if this list contains all elements of the specified collection;
 * false otherwise.
 * @sample samples, Collections.Collections.emptyList()
 */
@kotlin.internal.InlineOnly
public inline fun <T> Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

internal fun <T>
List<T>.optimizeReadOnlyList() = when (size) {
    0 -> emptyList()
    1 -> listOf(this[0])
    else ->
this
} T

/**
 * Searches this list or its range for the provided 
[<T> T] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements,
 * otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified 
[element], there is no guarantee which one will be found.
 * * null value is considered to be less than any non-null value.
 * @return the index of the element, if it is contained in the list within the specified range;
 * otherwise, the inverted insertion point `(insertion point - 1)`.
 * * The insertion point is defined as the index at which the element should be inserted.
 * so that the list (or the specified subrange of list) still remains sorted.
 * * @sample samples, Collections.Collections.emptyList()
 */
@kotlin.internal.InlineOnly
public fun <T : Comparable<T>>
List<T?>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparator.compare(midVal, element)
        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}

/**
 * Searches this list or its range for the provided 
[element] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the specified 
[comparator],
 * otherwise the result is undefined.
 * If the list contains multiple elements equal to the specified 
[element], there is no guarantee which one will be found.
 * * null value is considered to be less than any non-null value.
 * @return the index of the element, if it is contained in the list within the specified range;
 * otherwise, the inverted insertion point `(insertion point - 1)`.
 * * The insertion point is defined as the index at which the element should be inserted.
 * so that the list (or the specified subrange of list) still remains sorted according to the specified 
[comparator].
 * * @sample samples, Collections.Collections.emptyList()
 */
@kotlin.internal.InlineOnly
public fun <T, C : Comparator<in T>>
List<T>.binarySearch(element: T, comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparator.compare(midVal, element)
        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}

/**
 * Searches this list or its range for an element having the key returned by the specified 
[selector] function equal to the provided [key] using the binary search algorithm.
 * The list is expected to be sorted into ascending order according to the Comparable natural ordering of keys of its elements,
 * otherwise the result is undefined.
 * If the list contains multiple elements with the specified 
[key], there is no guarantee which one will be found.
 * * null value is considered to be less than any non-null value.
 * @return the index of the element, if it is contained in the list within the specified range;
 * otherwise, the inverted insertion point `(insertion point - 1)`.
 * * The insertion point is defined as the index at which the element should be inserted.
 * so that the list (or the specified subrange of list) still remains sorted according to the specified 
[selector] function.
 * * @sample samples, Collections.Collections.emptyList()
 */
@kotlin.internal.InlineOnly
public fun <T, C : Comparator<in T>>
List<T>.binarySearch(key: T, selector: selector[T], fromIndex: Int = 0, toIndex: Int = size): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1
    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midKey = get(mid)
        val cmp = comparator.compare(midKey, key)
        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}
that the list (or the specified subrange of list) still remains sorted.

```kotlin
public inline fun <T, K : Comparable<K>> List<T>.binarySearchBy(
    key: K?,
    fromIndex: Int = 0,
    toIndex: Int = size,
    crossinline selector: (T) -> K?
): Int =
    binarySearchBy(key: K, comparator: Comparator<K>,
    fromIndex: Int = 0, toIndex: Int = size, selector: (T) -> K): Int =
    binarySearch(fromIndex, toIndex) { compareValues(selector(it), key) }
```

This is expected to be sorted so that the signs of the [comparison] function's return values ascend on the list elements, i.e. negative values come before zero and zeroes come before positive values. Otherwise, the result is undefined. If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.

```kotlin
/**
 * Searches this list or its range for an element for which the
 * given [comparison] function returns zero using the binary search algorithm.
 * The list is expected to be sorted so that the signs of the [comparison] function's return values ascend on the list elements, i.e. negative values come before zero and zeroes come before positive values. Otherwise, the result is undefined. If the list contains multiple elements for which [comparison] returns zero, there is no guarantee which one will be found.
 * @param comparison function that returns zero when called on the list element being searched.
 * On the elements coming before the target element, the function must return negative values;
 * on the elements coming after the target element, the function must return positive values.
 * The index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted.
 * so that the list (or the specified subrange of list) still remains sorted.
 */
public fun <T>
    List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparison(midVal)

        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid
    }
    return -(low + 1)  // key not found
}

/**
 * Checks that `from` and `to` are in the range of `[0..size]` and throws an appropriate exception, if they aren't.
 * @param comparison function that returns zero when called on the list element being searched.
 * On the elements coming before the target element, the function must return negative values;
 * on the elements coming after the target element, the function must return positive values.
 * The index of the found element, if it is contained in the list within the specified range; otherwise, the inverted insertion point `(insertion point - 1)`.
 * The insertion point is defined as the index at which the element should be inserted.
 * so that the list (or the specified subrange of list) still remains sorted.
 */
public fun <T, K, V>
    List<T, K, V>.binarySearchWithComparisonFunction(
    fromIndex: Int = 0, toIndex: Int = size(), comparison: (T) -> K): Int =
        binarySearch(fromIndex, toIndex) {
            comparator.compare(selector(it), key) }

```

---

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* @file:kotlin.jvm.JvmMultifileClass
* @file:kotlin.jvm.JvmName("MapsKt")
* @file:UseExperimental(kotlin.experimental.ExperimentalTypeInference::class)

---

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value is the key and the second is the value. If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs. Entries of the map are iterated in the order they were specified. The returned map is serializable (JVM).

*public fun <K, V> mapOf(vararg pairs: Pair<K, V>):
    Map<K, V> =
    if (pairs.size > 0) pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))) else
    emptyMap().unn/**\n* * Returns an empty read-only map. The returned map is serializable (JVM).

*sample collections.Maps.Instantiation.mapFromPairs

*public fun <K, V> mapOf(): Map<K, V> =
    emptyMap().unn/**
* * Returns an empty new [MutableMap]. The returned map preserves the entry iteration order.

*sample collections.Maps.Instantiation.emptyMutableMap

*public fun <K, V> hashMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> =
    HashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }

*sample collections.Maps.Instantiation.hashMapFromPairs

*public fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> =
    LinkedHashMap<K, V>(mapCapacity(pairs.size)).apply { putAll(pairs) }

*sample collections.Maps.Instantiation.linkedMapFromPairs

*public fun <K, V> buildMap(@BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
    }
    return LinkedHashMap<K, V>().apply(builderAction)
}

*public fun <K, V> buildMap(@BuilderInference builderAction: (MutableMap<K, V>) -> Unit): Map<K, V> {
    return LinkedHashMap<K, V>().apply(builderAction)
}

*public fun <K, V> buildMap(@BuilderInference builderAction: (MutableMap<K, V>) -> Unit): Map<K, V> {
    return LinkedHashMap<K, V>().apply(builderAction)
}
buildMap(capacity: Int, @BuilderInference builderAction: MutableMap<K, V>.() -> Unit): Map<K, V> {
    \n    contract { callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) } \n    checkBuilderCapacity(capacity) \n    return LinkedHashMap<K, V>(mapCapacity(capacity)).apply(builderAction) \n}

/**
 * Calculate the initial capacity of a map.
 */
fun mapCapacity(expectedSize: Int): Int

/**
 * Checks a collection builder function capacity argument argument.
 */

/*@SinceKotlin("1.3")*/
@ExperimentalStdlibApi
@PublishedApi
internal expect fun mapIsNullOrEmpty

/*@SinceKotlin("1.3")*/
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>.isNotEmpty(): Boolean = !isEmpty()

/**
 * Returns `true` if this map is either null or empty.
 */
@PublishedApi
internal expect fun Map<K, V>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }
    return this == null || !isNotEmpty()
}

/**
 * Returns this map if it's not empty or the result of calling [defaultValue] function if the map is empty.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>?.orEmpty(): Map<K, V> = this ?: emptyMap()

/**
 * Returns this map if it's not empty or the result of calling [defaultValue] function if the map is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <M, R> M.ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : R =
    if (isEmpty()) defaultValue() else this

/**
 * Checks if the map contains the given key.
 */
@kotlin.internal.InlineOnly
operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.contains(key: K): Boolean =
    containsKey(key)

/**
 * Returns `true` if the map contains the specified value.
 */
@kotlin.internal.InlineOnly
fun <K, @kotlin.internal.OnlyInputTypes V> Map<K, V>.containsValue(value: V): Boolean =
    this.containsValue(value)

/**
 * Removes the specified key and its corresponding value from this map.
 * @return the previous value associated with the key, or `null` if the key
 * was not present in the map.
 */
@kotlin.internal.InlineOnly
fun <@kotlin.internal.OnlyInputTypes K, V> MutableMap<K, V>.remove(key: K): V? =
    remove(key)

/**
 * Converts entry to [Pair] with key being first component and value being second.
 */
@kotlin.internal.InlineOnly
operator fun <K, V> Map.Entry<K, V>.component1(): K = key

/**
 * Returns the value component of the map entry.
 */
@kotlin.internal.InlineOnly
operator fun <K, V> Map.Entry<K, V>.component2(): V = value
*\@kotlin.internal.InlineOnly

@kotlin.internal.InlineOnly

@kotlin.internal.InlineOnly

@kotlin.jvm.JvmName("mutableIterator")

@SinceKotlin("1.1")

@Suppress("UNCHECKED_CAST")

Internal inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)

/**
 * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.
 */

@kotlin.internal.InlineOnly

@kotlin.internal.InlineOnly

@kotlin.internal.InlineOnly

@kotlin.jvm.JvmName("mutableIterator")

public inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)

/**
 * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.
 */

@kotlin.internal.InlineOnly

@kotlin.jvm.JvmName("mutableIterator")


/**
 * Returns a [MutableIterator] over the mutable entries in the [MutableMap].
 */

@kotlin.jvm.JvmName("mutableIterator")


/**
 * Populates the given [destination] map with entries having the keys of this map and the values obtained by applying the [transform] function to each entry in this [Map].
 */

    return entries.associateByTo(destination, { it.key }, transform, { it.value })
}

/**
 * Populates the given [destination] map with entries having the keys obtained by applying the [transform] function to each entry in this [Map] and the values of this map.
 */

public inline fun <K, V, R> Map<out K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {
    return mapValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}

/**
 * Returns a new map with entries having the keys obtained by applying the [transform] function to each entry in this [Map] and the values of this map.
 */

public inline fun <K, V> Map<out K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {
    return mapValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}

/**
 * Puts all the given [pairs] into this [MutableMap] with the first component in the pair being the key and the second the value.
 */

public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Array<out Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.
 */

public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Iterable<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the elements of the given sequence into this [MutableMap] with the first component in the pair being the key and the second the value.
 */

public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Returns a new map with entries having the keys of this map and the values obtained by applying the [transform] function to each entry in this [Map] and the values of this map.
 */

public inline fun <K, V> Map<out K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {
    return mapValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}

/**
 * Puts all the given [pairs] into this [MutableMap] with the first component in the pair being the key and the second the value.
 */

public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Array<out Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.
 */

public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the elements of the given sequence into this [MutableMap] with the first component in the pair being the key and the second the value.
 */

public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.
 */

@kotlin.internal.InlineOnly

@kotlin.internal.InlineOnly

@kotlin.internal.InlineOnly

@kotlin.internal.InlineOnly

@kotlin.internal.InlineOnly

@kotlin.internal.InlineOnly

@kotlin.jvm.JvmName("mutableIterator")


/**
 * Returns an [Iterator] over the entries in the [Map].
 */

@kotlin.internal.InlineOnly

@kotlin.jvm.JvmName("mutableIterator")


/**
 * Populates the given [destination] map with entries having the keys of this map and the values obtained by applying the [transform] function to each entry in this [Map].
 */

    return entries.associateByTo(destination, { it.key }, transform, { it.value })
}

/**
 * Returns a new map with entries having the keys obtained by applying the [transform] function to each entry in this [Map] and the values of this map.
 */

public inline fun <K, V, R> Map<out K, V>.mapValues(transform: (Map.Entry<K, V>) -> R): Map<K, R> {
    return mapValuesTo(LinkedHashMap<K, R>(mapCapacity(size)), transform) // .optimizeReadOnlyMap()
}

/**
 * Puts all the given [pairs] into this [MutableMap] with the first component in the pair being the key and the second the value.
 */

public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Array<out Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the elements of the given collection into this [MutableMap] with the first component in the pair being the key and the second the value.
 */

public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Puts all the elements of the given sequence into this [MutableMap] with the first component in the pair being the key and the second the value.
 */

public fun <K, V> MutableMap<in K, in V>.putAll(pairs: Sequence<Pair<K, V>>): Unit {
    for ((key, value) in pairs) {
        put(key, value)
    }
}

/**
 * Returns the value for the given key, or the result of the [defaultValue] function if there was no entry for the given key.
 */

@kotlin.internal.InlineOnly

@kotlin.internal.InlineOnly

@kotlin.jvm.JvmName("mutableIterator")

Map<out K, V>.mapKeys(transform: (Map.Entry<K, V>) -> R): Map<R, V> { return
mapKeysTo(LinkedHashMap<R, V>(mapCapacity(size)), transform) // .optimizeReadOnlyMap

Returns a map containing all key-value pairs with keys matching the given [predicate].

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

* @sample samples.collections.Maps.Filtering.filterKeys

*public inline fun <K, V> Map<out K, V>.filterKeys(predicate: (K) -> Boolean): Map<K, V> {

for (entry in this)
if (predicate(entry.key))
result.put(entry.key, entry.value)

return result

* Returns a map containing all key-value pairs with values matching the given [predicate].

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

* @sample samples.collections.Maps.Filtering.filterKeys

* Map<out K, V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {

for (entry in this)
if (predicate(entry.value))
result.put(entry.key, entry.value)

return result

* Returns a map containing all key-value pairs with values matching the given [predicate].

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

* @sample samples.collections.Maps.Filtering.filterValues

* Map<out K, V>.filterTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {

for (element in this)
if (predicate(element))
destination.put(element.key, element.value)

return destination

* Appends all entries matching the given [predicate] into the mutable map given as [destination] parameter.

* @return the destination map.

* @sample collections.Maps.Filtering.filterTo

* Map<out K, V>.filterNotTo(destination: M, predicate: (Map.Entry<K, V>) -> Boolean): M {

for (element in this)
if (!predicate(element))
destination.put(element.key, element.value)

return destination

* Appends all entries not matching the given [predicate] into the given [destination].

* @return the destination map.

* @sample collections.Maps.Filtering.filterNotTo

* Map<out K, V>.filterNot(predicate: (Map.Entry<K, V>) -> Boolean): Map<K, V> {

return filterNotTo(LinkedHashMap<K, V>(), predicate)

* Returns a new map containing all key-value pairs not matching the given [predicate].

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

* @sample collections.Maps.Filtering.filterNot

* Map<out K, V>.toMap(): Map<K, V> {

if (this is Collection)
return when (size)
0 -> emptyMap()
1 -> mapOf(if (this is List) this[0] else iterator().next())
else -> toMap(LinkedHashMap<K, V>(mapCapacity(size)))

return toMap(LinkedHashMap<K, V>(()).optimizeReadOnlyMap())

* Populates and returns the [destination] mutable map with key-value pairs from the given collection of pairs.

* The returned map preserves the entry iteration order of the original collection.

* If any of two pairs would have the same key the last one gets added to the map.

* @sample collections.Maps.Filtering.toMap

* Map<out K, V>.toMap(destination: M): M {=un

destination.apply {
putAll(this@toMap)
}

* Returns a new map containing all key-value pairs from the given array of pairs.

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

* If any of two pairs would have the same key the last one gets added to the map.

* Arrays: Pair<K, V> => Map<K, V> => Sequence<Pair<K, V>> => toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>(mapCapacity(size)))

* Populates and returns the [destination] mutable map with key-value pairs from the given array of pairs.

* The returned map preserves the entry iteration order of the original sequence.

* If any of two pairs would have the same key the last one gets added to the map.

* Arrays: Pair<K, V> => Map<K, V> => Sequence<Pair<K, V>> => toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>(mapCapacity(size)))

* Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.

* Arrays: Pair<K, V> => Map<K, V> => OptimizeReadOnlyMap() => Map<K, V> = toMap(LinkedHashMap<K, V>(mapCapacity(size)))

* Populates and returns the [destination] mutable map with key-value pairs from the given sequence of pairs.
V>>.toMap(destination: M): M =
    destination.apply { putAll(this@toMap) }

/**
 * Returns a new read-only map containing all key-value pairs from the original map.
 * The returned map preserves the entry iteration order of the original map.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.toMap(): Map<K, V> =
    when (size) {
        0 -> emptyMap()
        1 -> toSingletonMap()
        else -> toMutableMap()
    }

/**
 * Returns a new read-only map containing all key-value pairs from the given map.
 * The returned map preserves the entry iteration order of the original map.
 */
@SinceKotlin("1.1")
public fun <K, V> Map<out K, V>.toMap(destination: M): M =
    destination.apply { putAll(this@toMap) }

/**
 * Creates a new read-only map by replacing or adding an entry to this map from a given
 * key-value pair. The returned map preserves the entry iteration order of the original map.
 */
    if (this.isEmpty()) mapOf(pair) else
    LinkedHashMap(this).apply { put(pair.first, pair.second) }

/**
 * Creates a new read-only map by replacing or adding entries to this map from a given
 * collection of key-value pairs. The returned map preserves the entry iteration order of the
 * original map.
 */
    if (this.isEmpty()) pairs.toMap() else
    LinkedHashMap(this).apply { putAll(pairs) }

/**
 * Creates a new read-only map by replacing or adding entries to this map from a given
 * sequence of key-value pairs. The returned map preserves the entry iteration order of the
 * original map.
 */
    LinkedHashMap(this).apply { putAll(pairs) }.optimizeReadOnlyMap()

/**
 * Creates a new read-only map by replacing or adding entries to this map from another map.
 * The returned map preserves the entry iteration order of the original map.
 */
    LinkedHashMap(this).apply { putAll(map) }

/**
 * Appends or replaces the given pair in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pair: Pair<K, V>) {
    put(pair.first, pair.second)
}

/**
 * Appends or replaces all pairs from the given collection of key-value pairs.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Sequence<Pair<K, V>>) {
    putAll(pairs)
}

/**
 * Appends or replaces all pairs from the given sequence of key-value pairs.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Array<out Pair<K, V>>) {
    putAll(pairs)
}

/**
 * Appends or replaces all pairs from the given map to this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(map: Map<K, V>) {
    putAll(map)
}

/**
 * Creates a new read-only map containing all entries of the original map except the
 * entry with the given key.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(key) }

/**
 * Returns a map containing all entries of the original map except those entries
 * that are contained in the given keys collection.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }
Open Source Used In DCNM 12.12.0(2)  3697

HashSet()

/** Returns a new [HashSet] with the given elements. */
public fun <T> hashSetOf(vararg elements: T): HashSet<T> = elements.toCollection(HashSet(mapCapacity(elements.size)))

/**
 * Returns an empty new [LinkedHashSet].
 * @sample samples.collections.Collections.Sets.emptyLinkedHashSet
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> linkedSetOf(): LinkedHashSet<T> = LinkedHashSet()<T>()

/**
 * Returns a new [LinkedHashSet] with the given elements. Elements of the set are iterated in the order they were specified.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> linkedSetOf(vararg elements: T): LinkedHashSet<T> = elements.toCollection(LinkedHashSet(mapCapacity(elements.size)))

/**
 * Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction] and returning a read-only set with the same elements. The set passed as a receiver to the [builderAction] is valid only inside that function. Using it outside of the function produces an unspecified behavior.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E> buildSet(@BuilderInference builderAction: MutableSet<E>.() -> Unit): Set<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
    }
    return LinkedHashSet<E>().apply(builderAction)
}

/**
 * Builds a new read-only [Set] by populating a [MutableSet] using the given [builderAction] and returning a read-only set with the same elements. Elements of the set are iterated in the order they were added by the [builderAction].
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <E> buildSet(capacity: Int, @BuilderInference builderAction: MutableSet<E>.() -> Unit): Set<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)
    }
    checkBuilderCapacity(capacity)
    return LinkedHashSet<E>(mapCapacity(capacity)).apply(builderAction)
}

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(): Byte? = toByteOrNull(radix = 10)

/**
 * Parses the string as a signed [Byte] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.1")
public fun String.toByteOrNull(radix: Int): Byte? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null
    return int.toByte()
}

/**
 * Parses the string as an [Int] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 */
@SinceKotlin("1.1")
public fun String.toIntOrNull(): Int? = toIntOrNull(radix = 10)

/**
 * Parses the string as an [Int] number and returns the result
 * or `null` if the string is not a valid representation of a number.
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
@SinceKotlin("1.1")
public fun String.toIntOrNull(radix: Int): Int? {
    val int = this.toIntOrNull(radix) ?: return null
    if (int < Byte.MIN_VALUE || int > Byte.MAX_VALUE) return null
    return int.toByte()
```
string as an [Int] number and returns the result \* or 'null' if the string is not a valid representation of a number.

@throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

}"/n

private fun digitOf(c: Char, radix: Int): Int {
    return if (c < '0') if (c < 'a') c - '0' else c - 'A'.toInt() * 16 else if (c < 'g') c - 'a'.toInt() * 16 else c - 'G'.toInt() * 16
}

fun toIntOrNull(radix: Int): Int? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Int

    val firstChar = this[0]
    if (firstChar < '0') { // Possible leading sign
        if (length == 1) return null // non-digit (possible sign) only, no digits after
        return null
    }

    if (firstChar == '-') {
        isNegative = true
        limit = Int.MIN_VALUE
    } else if (firstChar == '+') {
        isNegative = false
        limit = Int.MAX_VALUE
    } else {
        isNegative = false
        limit = 0
    }

    if (limit < Int.MIN_VALUE / 36) return null

    var result: Int
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result < Int.MIN_VALUE / radix) {
            return null
        }

        result *= radix
        if (result < limit + digit) return null

        result -= digit
    }

    return if (isNegative) result else -result
}

fun toLongOrNull(): Long? = toLongOrNull(radix = 10)

fun toLongOrNull(radix: Int): Long? {
    checkRadix(radix)

    val length = this.length
    if (length == 0) return null

    val start: Int
    val isNegative: Boolean
    val limit: Long

    val firstChar = this[0]
    if (firstChar < '0') { // Possible leading sign
        if (length == 1) return null // non-digit (possible sign) only, no digits after
        return null
    }

    if (firstChar == '-') {
        isNegative = true
        limit = Long.MIN_VALUE
    } else if (firstChar == '+') {
        isNegative = false
        limit = -Long.MAX_VALUE
    } else {
        isNegative = false
        limit = 0
    }

    if (limit < Long.MIN_VALUE / 36) return null

    var result: Long
    for (i in start until length) {
        val digit = digitOf(this[i], radix)

        if (digit < 0) return null
        if (result < Long.MIN_VALUE / radix) {
            return null
        }

        result *= radix
        if (result < limit + digit) return null

        result -= digit
    }

    return if (isNegative) result else -result
}

fun numberFormatError(input: String): Nothing = throw NumberFormatException("Invalid number format: '$input'")

@PublishedApi
internal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)
@PublishedApi

@PublishedApi
internal fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()
@PublishedApi
internal fun uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong()).toUInt()

// Division and remainder are based on Guava's UnsignedLongs implementation
// Copyright 2011 The Guava Authors

@PublishedApi
internal fun ulongDivide(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63
        return if (v1 < v2) ULong(0) else ULong(1) \n        \n        // Optimization - use signed division if both dividend and divisor < 2^63
        if (dividend >= 0) \n            return ULong(dividend / divisor) \n        \n        // Otherwise, approximate the quotient, check, and correct if necessary.
        val quotient = ((dividend ushr 1) / divisor) shl 1
        val rem = dividend - quotient * divisor
        return ULong(quotient + if (ULong(rem) >= ULong(divisor)) 1 else 0)
    }

    val quotient = dividend / divisor
    val rem = dividend - rem * divisor
    return quotient + if (rem >= divisor) 1 else 0
}

@PublishedApi
internal fun ulongRemainder(v1: ULong, v2: ULong) { //Guava's UnsignedLongs implementation
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    val quotient = dividend / divisor
    val rem = dividend - quotient * divisor
    return if (rem >= divisor) quotient + 1 else quotient
}

```

// Optimization - use signed modulus if both dividend and divisor < 2^63
if (dividend < divisor) else {\n    \n    // Otherwise, approximate the quotient, check, and correct if necessary.
    \n    val quotient = ((dividend ushr 1) / divisor) shl 1
    val rem = dividend - quotient * divisor
    return ULong(rem - if (ULong(rem) >= ULong(divisor)) divisor else 0u)\n}

// Optimization - use signed modulus if both dividend and divisor < 2^63
v2.toLong()\nif (divisor < 0) { // i.e., divisor >= 2^63\n    return if (v1 < v2) {\n        v1 // dividend < divisor\n    } else {\n        v1 - v2 // dividend >= divisor\n    }\n} else {\n    return if (v1 < v2) {
        v1 // dividend < divisor\n    } else {
        v1 - v2 // dividend >= divisor\n    }\n} // Optimization - use signed modulus if both dividend and divisor < 2^63\nif (dividend < divisor) else 0u|\n
@PublishedApi\ninternal fun doubleToUInt(v: Double): UInt = when {\n    v.isNaN() -> 0u\n    v <= UInt.MIN_VALUE.toDouble() -> UInt.MIN_VALUE\n    v >= UInt.MAX_VALUE.toDouble() -> UInt.MAX_VALUE\n    v < Long.MAX_VALUE.toDouble() -> v.toLong().toUInt()\n    else -> (v - 9223372036854775808.0).toInt().toUInt() + Int.MAX_VALUE.toUInt()\n} // Int.MAX_VALUE < v < UInt.MAX_VALUE\n
@PublishedApi\ninternal fun doubleToULong(v: Double): ULong = when {\n    v.isNaN() -> 0u\n    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE\n    v >= ULong.MAX_VALUE.toDouble() -> ULong.MAX_VALUE\n    v < Long.MAX_VALUE.toDouble() -> v.toLong().toULong()\n    else -> (v - 9223372036854775808uL).toLong().toULong() + 9223372036854775808uL\n} // Long.MAX_VALUE + 1 < v < ULong.MAX_VALUE\n
@PublishedApi\ninternal fun uintToDouble(v: Int): Double = (v and Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2

@PublishedApi\ninternal fun ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2048 + (v and 2047)

internal fun ulongToString(v: Long, base: Int): String {
    if (v >= 0) return v.toString(base)

    var quotient = ((v ushr 1) / base) shl 1
    var rem = v - quotient * base

    if (rem >= base) {
        rem -= base
        quotient += 1
    }
    return quotient.toString(base) + rem.toString(base)
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package kotlin.collections

/**
 * Given an [iterator] function constructs an [Iterable] instance that returns values through
 * the [iterator] function provided by that function.
 * @sample samples.collections.Iterables.Building.iterable
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable(crossinline iterator: () -> Iterator<T>): Iterable<T> = object : Iterable<T> {
    override fun iterator(): Iterator<T> = iterator()
}

/**
 * A wrapper over another [Iterable] (or any other object that can produce an [Iterator])
 * that returns an indexing iterator.
 */
internal class IndexingIterable<out T>(private val iteratorFactory: () -> Iterator<T>) : Iterable<IndexedValue<T>> {
    override fun iterator(): Iterator<IndexedValue<T>> = IndexingIterator(iteratorFactory())
}

/**
 * Returns a single list of all elements from all collections in the given collection.
 * @sample samples.collections.Iterables.Operations.flattenIterable
 */
public fun <T> Iterable<Iterable<T>>.flatten(): List<T> {
    val result = ArrayList<T>()
    for (element in this) {
        result.addAll(element)
    }
    return
result

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```kotlin
private val transformer: (T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        var index = 0

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }

        override fun next(): R {
            return transformer(iterator.next())
        }
    }
}

internal class TransformingSequence<T, R> 
constructor(private val sequence: Sequence<T>, private val transformer: (T) -> R) : Sequence<R> {
    override fun iterator(): Iterator<R> = object : Iterator<R> {
        val iterator = sequence.iterator()
        var index = 0

        override fun hasNext(): Boolean {
            return iterator.hasNext()
        }

        override fun next(): R {
            return transformer(iterator.next())
        }
    }
}

/**
 * A sequence which returns the results of applying the given 
 * [transformer] function to the values in the underlying
 */
internal class TransformingIndexedSequence<T, T1, R1> 
constructor(private val sequence1: Sequence<T1>, private val sequence2: Sequence<T2>, private val transform: (T1,
R1) -> R2) : Sequence<V> {
    override fun iterator(): Iterator<V> = object : Iterator<V> {
        val iterator1 = sequence1.iterator()
        val iterator2 = sequence2.iterator()

        override fun hasNext(): Boolean {
            return iterator1.hasNext() && iterator2.hasNext()
        }

        override fun next(): V {
            return transform(iterator1.next(), iterator2.next())
        }
    }
}
```
*An* internal class `SubSequence<T>(n private val sequence: Sequence<T>, n private val startIndex: Int, n private val endIndex: Int?) : Sequence<T>, DropTakeSequence<T> { n private init { n require(startIndex >= 0) { n "startIndex should be non-negative, but is $startIndex\" n require(endIndex >= 0) { n "endIndex should be non-negative, but is $endIndex\" n require(endIndex >= startIndex) { n "endIndex should be not less than startIndex, but was $endIndex < $startIndex\" n private val count: Int = endIndex - startIndex

override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex) n override fun take(n: Int) { n require(n > 0) { n "count must be non-negative, but was $count\" n override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, n, count) n override fun take(n: Int): Sequence<T> = if (n >= count) this else TakeWhileSequence(sequence, n) n override fun iterator(): Iterator<T> = object : Iterator<T> {

    override fun hasNext(): Boolean {
        drop()
        return iterator.next() hasNext()

    override fun next(): T {
        drop()
        return iterator.next()

    override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex + n, endIndex) n override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex) n override fun iterator(): Object {

        override fun hasNext(): Boolean {
            drop()
            return iterator.next() hasNext()

        override fun next(): T {
            drop()
            return iterator.next()

        override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex + n, endIndex) n override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex) n override fun iterator(): Object {

        override fun hasNext(): Boolean {
            drop()
            return iterator.next() hasNext()

        override fun next(): T {
            drop()
            return iterator.next()

        override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex + n, endIndex) n override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex) n override fun iterator(): Object {

        override fun hasNext(): Boolean {
            drop()
            return iterator.next() hasNext()

        override fun next(): T {
            drop()
            return iterator.next()

        override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex + n, endIndex) n override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex) n override fun iterator(): Object {

        override fun hasNext(): Boolean {
            drop()
            return iterator.next() hasNext()

        override fun next(): T {
            drop()
            return iterator.next()

        override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex + n, endIndex) n override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex) n override fun iterator(): Object {

        override fun hasNext(): Boolean {
            drop()
            return iterator.next() hasNext()

        override fun next(): T {
            drop()
            return iterator.next()

        override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex + n, endIndex) n override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex) n override fun iterator(): Object {

        override fun hasNext(): Boolean {
            drop()
            return iterator.next() hasNext()

        override fun next(): T {
            drop()
            return iterator.next()

        override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex + n, endIndex) n override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex) n override fun iterator(): Object {

        override fun hasNext(): Boolean {
            drop()
            return iterator.next() hasNext()

        override fun next(): T {
            drop()
            return iterator.next()

        override fun take(n: Int): Sequence<T> = if (n >= count) this else SubSequence(sequence, startIndex + n, endIndex) n override fun drop(n: Int): Sequence<T> = if (n >= count) emptySequence() else SubSequence(sequence, startIndex + n, endIndex) n override fun iterator(): Object {

        override fun hasNext(): Boolean {
            drop()
            return iterator.next() hasNext()

        override fun next(): T {
            drop()
            return iterator.next()
`Boolean

) : Sequence<T> {

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var dropState: Int = -1 // -1 for not dropping, 1 for nextItem, 0 for normal iteration
        var nextItem: T? = null

        private fun drop() {
            while (iterator.hasNext()) {
                val item = iterator.next()
                if (!predicate(item)) {
                    nextItem = item
                    dropState = 1
                    return
                }
            }
            dropState = 0
        }

        override fun next(): T {
            if (dropState == -1)
                drop()

            if (dropState == 1) {
                val result = nextItem as T
                nextItem = null
                dropState = 0
                return result
            }
            return iterator.next()
        }

        override fun hasNext(): Boolean {
            if (dropState == -1)
                drop()
            return dropState == 1 || iterator.hasNext()
        }
    }
}

internal class DistinctSequence<T, K>(private val source: Sequence<T>, 
    private val keySelector: (T) -> K) : Sequence<T> {
    override fun iterator(): Iterator<T> = DistinctIterator(source.iterator(), keySelector)
}

private class DistinctIterator<T, K>(private val source: Iterator<T>, private val keySelector: (T) -> K) : AbstractIterator<T>() {
    private val observed = HashSet<K>()

    override fun computeNext() {
        while (source.hasNext()) {
            val next = source.next()
            val key = keySelector(next)

            if (observed.add(key)) {
                setNext(next)
                return
            }
        }

        done()
    }
}

private class GeneratorSequence<T : Any>(private val getInitialValue: () -> T?, private val getNextValue: (T) -> T?) : Sequence<T> {
    override fun iterator(): Iterator<T> = object : Iterator<T> {
        var nextItem: T? = getInitialValue()
        var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for done, 1 for continue

        private fun calcNext() {
            nextItem = if (nextState == -2) getInitialValue() else getNextValue(nextItem!!)
            nextState = if (nextItem == null) 0 else 1
        }

        override fun next(): T {
            if (nextState < 0)
                calcNext()

            if (nextState == 0)
                throw NoSuchElementException()
            val result = nextItem as T
            nextState = -1
            return result
        }

        override fun hasNext(): Boolean {
            if (nextState < 0)
                calcNext()
            return nextState == 1
        }
    }
}

/**
 * Returns a wrapper sequence that provides
 * values of this sequence, but ensures it can be iterated only one time.
 * The operation is _intermediate_ and _stateless_.
 * The operation throws [IllegalStateException] on iterating the returned sequence from the second time.
 * An intermediate sequence produces values of this sequence, but ensures that it can only be iterated once.
 * The operation is _intermediate_ and _stateless_.
 *
 * @see [IllegalStateException]
 */
public fun <T> Sequence<T>.constrainOnce(): Sequence<T> {
    // as? does not work in js
    //return this as? ConstrainedOnceSequence<T> ?: ConstrainedOnceSequence(this)
    return if (this is ConstrainedOnceSequence<T>) this else ConstrainedOnceSequence(this)
}

/**
 * Returns a sequence which
 * invokes the function to calculate the next value on each iteration until the function returns `null`.
 * The returned sequence is constrained to be iterated only once.
 * The returned sequence is constrained to be iterated only once.
 * The returned sequence is constrained to be iterated only once.
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 * The returned sequence is constrained to be iterated only once.
 * The returned sequence is constrained to be iterated only once.
 * The returned sequence is constrained to be iterated only once.
 */
@kotlin.internal.LowPriorityInOverloadResolution
public fun <T : Any> generateSequence(nextFunction: () -> T?): Sequence<T> {
    return GeneratorSequence(nextFunction, ConstrainedOnceSequence())
}

/**
 * Returns a sequence defined by
 * the starting value [seed] and the function [nextFunction],
 * which is invoked to calculate the next value based on the previous one.
 * The sequence produces values until it encounters first `null` value.
 * If [seed] is `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times, each time starting with [seed].
 */
@kotlin.internal.LowPriorityInOverloadResolution
public fun <T : Any> generateSequenceWithSeed(seed: T): Sequence<T> {
    return GeneratorSequenceWithSeed(seed, ConstrainedOnceSequence())
}

public fun <T : Any> generateSequenceWithLazySeed(): Sequence<T> =
    if (isLazySeed())
        generateSequenceWithSeed(LazySeed)
generateSequence(seedFunction: () -> T?, nextFunction: (T) -> T?): Sequence<T> =
GeneratorSequence(seedFunction, nextFunction)

"*
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package kotlin

import kotlin.contracts.contract

/**
 * Throws an [IllegalArgumentException] if the [value] is false.
 * @sample samples.m misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    require(value) {
        "Failed requirement." }
}

/**
 * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is false.
 * Otherwise returns the not null value.
 * @sample samples.m misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }

    if (!value) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is null.
 * Otherwise returns the not null value.
 * @sample samples.m misc.Preconditions.failCheckWithLazyMessage
 */
@kotlin.internal.InlineOnly
public inline fun checkNotNull(value: T?): T {
    contract {
        returns() implies value != null
    }

    return checkNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalStateException] with the given [message].
 * @sample samples.m misc.Preconditions.failWithError
 */
@kotlin.internal.InlineOnly
public inline fun error(message: Any): Nothing = throw

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/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 *
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun ByteArray.elementAt(index: Int): Byte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 *
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun ShortArray.elementAt(index: Int): Short {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 *
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun IntArray.elementAt(index: Int): Int {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 *
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun LongArray.elementAt(index: Int): Long {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 *
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun FloatArray.elementAt(index: Int): Float {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 *
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun DoubleArray.elementAt(index: Int): Double {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 *
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun BooleanArray.elementAt(index: Int): Boolean {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 *
 * @sample samples.collections.Collections.Elements.elementAt
 */
public actual fun CharArray.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun <T> Array<out T>.asList(): List<T> {
    return ArrayList<T>(this.unsafeCast<Array<Any?>>())
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun ByteArray.asList(): List<Byte> {
    return this.unsafeCast<Array<Byte>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun ShortArray.asList(): List<Short> {
    return this.unsafeCast<Array<Short>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun IntArray.asList(): List<Int> {
    return this.unsafeCast<Array<Int>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun LongArray.asList(): List<Long> {
    return this.unsafeCast<Array<Long>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun FloatArray.asList(): List<Float> {
    return this.unsafeCast<Array<Float>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun DoubleArray.asList(): List<Double> {
    return this.unsafeCast<Array<Double>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
@kotlin.internal.InlineOnly
public actual inline fun BooleanArray.asList(): List<Boolean> {
    return this.unsafeCast<Array<Boolean>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun CharArray.asList(): List<Char> {
    return object : AbstractList<Char>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: Char): Boolean = AbstractList.contains(element)
        override fun get(index: Int): Char {
            return this@asList[index]
        }
    }
}
override fun indexOf(element: Char): Int {
    if ((element as Any?) !is Char) return -1
    return this@asList.indexOf(element)
}
override fun lastIndexOf(element: Char): Int {
    if ((element as Any?) !is Char) return -1
    return this@asList.lastIndexOf(element)
}

/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n * * If two corresponding elements are nested arrays, they are also compared deeply.\n * * If any of arrays contains itself on any nesting level the behavior is undefined.\n * The elements of other types are compared for equality with the [equals][Any.equals] function.\n * * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
@library("arrayDeepEquals")
public actual infix fun <T> Array<T>.contentDeepEquals(other: Array<T>): Boolean {
    definedExternally\n    * Returns a hash code based on the contents of this array as it is [List].\n    * Nested arrays are treated as lists too.\n    * * If any of arrays contains itself on any nesting level the behavior is undefined\n    * \n    */
@SinceKotlin("1.1")
@library("arrayDeepHashCode")
public actual fun <T> Array<T>.contentDeepHashCode(): Int {
    definedExternally\n    * The elements are compared for equality with the [equals][Any.equals] function.\n    * * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
@library("arrayDeepToString")
public actual fun <T> Array<T>.contentDeepToString(): String {
    definedExternally\n    * The elements are compared for equality with the [equals][Any.equals] function.\n    * * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun <T> Array<T>.contentEquals(other: Array<T>): Boolean {
    definedExternally\n    * The elements are compared for equality with the [equals][Any.equals] function.\n    * * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun ByteArray.contentEquals(other: ByteArray): Boolean {
    definedExternally\n    * The elements are compared for equality with the [equals][Any.equals] function.\n    * * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun ShortArray.contentEquals(other: ShortArray): Boolean {
    definedExternally\n    * The elements are compared for equality with the [equals][Any.equals] function.\n    * * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun IntArray.contentEquals(other: IntArray): Boolean {
    definedExternally\n    * The elements are compared for equality with the [equals][Any.equals] function.\n    * * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun LongArray.contentEquals(other: LongArray): Boolean {
    definedExternally\n    * The elements are compared for equality with the [equals][Any.equals] function.\n    * * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun FloatArray.contentEquals(other: FloatArray): Boolean {
    definedExternally\n    * The elements are compared for equality with the [equals][Any.equals] function.\n    * * For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.\n */
FloatArray): Boolean

/**
 * Returns `true` if the two specified arrays are
 * structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals] function. For floating point numbers it means that 'NaN' is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun DoubleArray.contentEquals(other: DoubleArray): Boolean

/**
 * Returns `true` if the two specified arrays are
 * structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals] function. For floating point numbers it means that 'NaN' is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean

/**
 * Returns `true` if the two specified arrays are
 * structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the [equals] function. For floating point numbers it means that 'NaN' is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayEquals")
public actual infix fun CharArray.contentEquals(other: CharArray): Boolean

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun <T> Array<out T>.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ByteArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun ShortArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun IntArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun LongArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun FloatArray.contentHashCode(): Int

/**
 * Returns a hash code based on the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayHashCode")
public actual fun DoubleArray.contentHashCode(): Int

/**
 * Returns a string representation of the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun <T> Array<out T>.contentToString(): String

/**
 * Returns a string representation of the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ByteArray.contentToString(): String

/**
 * Returns a string representation of the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun ShortArray.contentToString(): String

/**
 * Returns a string representation of the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun IntArray.contentToString(): String

/**
 * Returns a string representation of the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun LongArray.contentToString(): String

/**
 * Returns a string representation of the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun FloatArray.contentToString(): String

/**
 * Returns a string representation of the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun DoubleArray.contentToString(): String

/**
 * Returns a string representation of the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun BooleanArray.contentToString(): String

/**
 * Returns a string representation of the contents of this array as if it is [List].
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun CharArray.contentToString(): String

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*/
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun LongArray.contentToString(): String {
    return definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun FloatArray.contentToString(): String {
    return definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun DoubleArray.contentToString(): String {
    return definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun BooleanArray.contentToString(): String {
    return definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun CharArray.contentToString(): String {
    return definedExternally
}

/**
 * Copies this array or its subrange into the [destination] array and returns that
 * array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range. The [destination] array is copied to, 0 by default. The
 * [startDestination] and [endDestination] are both exclusive.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startDestination the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endDestination the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startDestination] or
 * [endDestination] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that
 * array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range.
 * 
 * The [destination] array is copied to, 0 by default. The
 * [startDestination] and [endDestination] are both exclusive.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startDestination the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endDestination the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startDestination] or
 * [endDestination] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that
 * array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range.
 * 
 * The [destination] array is copied to, 0 by default. The
 * [startDestination] and [endDestination] are both exclusive.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startDestination the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endDestination the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startDestination] or
 * [endDestination] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that
 * array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range.
 * 
 * The [destination] array is copied to, 0 by default. The
 * [startDestination] and [endDestination] are both exclusive.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startDestination the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endDestination the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startDestination] or
 * [endDestination] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that
 * array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range.
 * 
 * The [destination] array is copied to, 0 by default. The
 * [startDestination] and [endDestination] are both exclusive.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startDestination the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endDestination the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startDestination] or
 * [endDestination] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that
 * array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range.
 * 
 * The [destination] array is copied to, 0 by default. The
 * [startDestination] and [endDestination] are both exclusive.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startDestination the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endDestination the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startDestination] or
 * [endDestination] is out of range of this array indices or when `startIndex > endIndex`.
 * 
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}
public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {
    arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)
    return destination
} *n

Copies this array or its subrange into the [destination] array and returns that array.

* When that index is out of the [destination] array indices range.
* When [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices range.

* When the subrange doesn’t fit into the [destination] array starting at the specified [destinationOffset],
* When index is out of the [destination] array indices range.
* When that index is out of the [destination] array indices range.
* @return the [destination] array.

public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)
    return destination
} *n

Copies this array or its subrange into the [destination] array and returns that array.

* When the subrange doesn’t fit into the [destination] array starting at the specified [destinationOffset],
* When index is out of the [destination] array indices range.
* @return the [destination] array.

public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray {
    arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)
    return destination
} *n

Copies this array or its subrange into the [destination] array and returns that array.

* When the subrange doesn’t fit into the [destination] array starting at the specified [destinationOffset],
* When index is out of the [destination] array indices range.
* @return the [destination] array.

public actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray {
    arrayCopy(this.unsafeCast<Array<Float>>(), destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)
    return destination
} *n

Copies this array or its subrange into the [destination] array and returns that array.
@param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

@throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

@returns the [destination] array.

*\n@SinceKotlin("1.3\")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun DoubleArray.copyOfInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.

@returns the [destination] array.

*\n@SinceKotlin("1.3\")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun BooleanArray.copyOfInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray {
    arrayCopy(this.unsafeCast<Array<Boolean>>(), destination.unsafeCast<Array<Boolean>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.

@returns the [destination] array.

*\n@SinceKotlin("1.3\")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun CharArray.copyOfInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray {
    arrayCopy(this.unsafeCast<Array<Char>>(), destination.unsafeCast<Array<Char>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Returns new array which is a copy of the original array.

@returns new array which is a copy of the original array.

*\n@sample samples.collections.Arrays.CopyOfOperations.copyOf

 */
@Suppress("ACTUAL_WITHOUT_EXPECT",
"NOTHING_TO_INLINE")\npublic actual inline fun <T> Array<out T>.copyOf(): Array<T> {
    return this.asDynamic().slice().unsafeCast<Array<T>>().slice()
}

*/
@Suppress("ACTUAL_WITHOUT_EXPECT",
"NOTHING_TO_INLINE")\npublic actual inline fun ByteArray.copyOf(): ByteArray {
    return this.asDynamic().slice().unsafeCast<ByteArray>().slice()
}

*/
@Suppress("ACTUAL_WITHOUT_EXPECT",
"NOTHING_TO_INLINE")\npublic actual inline fun ShortArray.copyOf(): ShortArray {
    return this.asDynamic().slice().unsafeCast<Array<Short>>().slice()
}

*/
@Suppress("ACTUAL_WITHOUT_EXPECT",
"NOTHING_TO_INLINE")\npublic actual inline fun IntArray.copyOf(): IntArray {
    return this.asDynamic().slice().unsafeCast<Array<Int>>().slice()
}
which is a copy of the original array.

```kotlin
public actual fun LongArray.copyOf(): LongArray {
    return withType("LongArray", this.asDynamic().slice())
}

@Suppress("NOTHING_TO_INLINE")
public actual inline fun FloatArray.copyOf(): FloatArray {
    return this.asDynamic().slice()
}

@Suppress("NOTHING_TO_INLINE")
public actual inline fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice()
}

public actual fun BooleanArray.copyOf(): BooleanArray {
    return withType("BooleanArray", this.asDynamic().slice())
}

public actual fun CharArray.copyOf(): CharArray {
    return withType("CharArray", this.asDynamic().slice())
}

public actual fun ByteArray.copyOf(newSize: Int): ByteArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ByteArray(newSize))
}

public actual fun ShortArray.copyOf(newSize: Int): ShortArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, ShortArray(newSize))
}

public actual fun IntArray.copyOf(newSize: Int): IntArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, IntArray(newSize))
}

public actual fun LongArray.copyOf(newSize: Int): LongArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("LongArray", arrayCopyResize(this, newSize, 0L))
}

public actual fun FloatArray.copyOf(newSize: Int): FloatArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, FloatArray(newSize))
}

public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, DoubleArray(newSize))
}
```

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- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
- If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
- If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with ‘false’ values.

*/

public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return fillFrom(this, DoubleArray(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with ‘false’ values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with ‘false’ values.
 */

public actual fun BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("BooleanArray", arrayCopyResize(this, newSize, false))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with null char (\u0000) values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (\u0000) values.
 */

public actual fun CharArray.copyOf(newSize: Int): CharArray {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return withType("CharArray", fillFrom(this, CharArray(newSize)))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with ‘null’ values if necessary.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with ‘null’ values.
 */

public actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?> {
    require(newSize >= 0) { "Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, null)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */

public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */

public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */

public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */

public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return withType("LongArray",
this.asDynamic().slice(fromIndex, toIndex))})*\n  ** Returns a new array which is a copy of the specified range of the original array.\n  *
  @param fromIndex the start of the range (inclusive), must be in 0..array.size\n  *@param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n  /**\n  * Returns a new array which is a copy of the specified range of the original array.\n  *
  * @param fromIndex the start of the range (inclusive), must be in 0..array.size\n  *
  * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n  */\n  public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
this.asDynamic().slice(fromIndex, toIndex))})*\n  ** Returns a new array which is a copy of the specified range of the original array.\n  *
  @param fromIndex the start of the range (inclusive), must be in 0..array.size\n  *
  @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n  /**\n  * Returns a new array which is a copy of the specified range of the original array.\n  *
  * @param fromIndex the start of the range (inclusive), must be in 0..array.size\n  *
  * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n  */\n  public actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {
this.asDynamic().slice(fromIndex, toIndex))})*\n  ** Returns a new array which is a copy of the specified range of the original array.\n  *
  @param fromIndex the start of the range (inclusive), must be in 0..array.size\n  *
  @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n  /**\n  * Returns a new array which is a copy of the specified range of the original array.\n  *
  * @param fromIndex the start of the range (inclusive), must be in 0..array.size\n  *
  * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n  */\n  public actual fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray {
this.asDynamic().slice(fromIndex, toIndex))})*\n  ** Returns a new array which is a copy of the specified range of the original array.\n  *
  @param fromIndex the start of the range (inclusive), must be in 0..array.size\n  *
  @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n  /**\n  * Returns a new array which is a copy of the specified range of the original array.\n  *
  * @param fromIndex the start of the range (inclusive), must be in 0..array.size\n  *
  * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n  */\n  public actual fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray {
this.asDynamic().slice(fromIndex, toIndex))})*\n  ** Returns a new array which is a copy of the specified range of the original array.\n  *
  @param fromIndex the start of the range (inclusive), must be in 0..array.size\n  *
  @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n  */\n  public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
AbstractList.checkRangeIndexes(fromIndex, toIndex, size))})*\n  ** Fills this array or its subrange with the specified [element] value.\n  *
  * @param fromIndex the start of the range (inclusive), 0 by default.\n  *
  * @param toIndex the end of the range (exclusive), size of this array by default.\n  *
  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n  *
  * @throws IllegalArgumentEnception if [fromIndex] is greater than [toIndex].\n  */\n  @SinceKotlin("1.3")\n  @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n  public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
AbstractList.checkRangeIndexes(fromIndex, toIndex, size))})*\n  ** Fills this array or its subrange with the specified [element] value.\n  *
  * @param fromIndex the start of the range (inclusive), 0 by default.\n  *
  * @param toIndex the end of the range (exclusive), size of this array by default.\n  *
  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n  *
  * @throws IllegalArgumentEnception if [fromIndex] is greater than [toIndex].\n  */\n  @SinceKotlin("1.3")\n  @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n  public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
AbstractList.checkRangeIndexes(fromIndex, toIndex, size))})*\n  ** Fills this array or its subrange with the specified [element] value.\n  *
  * @param fromIndex the start of the range (inclusive), 0 by default.\n  *
  * @param toIndex the end of the range (exclusive), size of this array by default.\n  *
  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n  *
  * @throws IllegalArgumentEnception if [fromIndex] is greater than [toIndex].\n  */\n  @SinceKotlin("1.3")\n  @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\n  public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
AbstractList.checkRangeIndexes(fromIndex, toIndex, size))})*\n  ** Fills this array or its subrange with the specified [element] value.\n  *
  * @param fromIndex the start of the range (inclusive), 0 by default.\n  *
  * @param toIndex the end of the range (exclusive), size of this array by default.\n  *
  * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n  *
  * @throws IllegalArgumentEnception if [fromIndex] is greater than [toIndex].\n  */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);*
* Fills this array or its subrange with the specified [element] value.\n* @param fromIndex the start of the range (inclusive), 0 by default.\n* @param toIndex the end of the range (exclusive), size of this array by default.\n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);*
* Fills this array or its subrange with the specified [element] value.\n* @param fromIndex the start of the range (inclusive), 0 by default.\n* @param toIndex the end of the range (exclusive), size of this array by default.\n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);*
* Fills this array or its subrange with the specified [element] value.\n* @param fromIndex the start of the range (inclusive), 0 by default.\n* @param toIndex the end of the range (exclusive), size of this array by default.\n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);*
* Fills this array or its subrange with the specified [element] value.\n* @param fromIndex the start of the range (inclusive), 0 by default.\n* @param toIndex the end of the range (exclusive), size of this array by default.\n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);*
* Fills this array or its subrange with the specified [element] value.\n* @param fromIndex the start of the range (inclusive), 0 by default.\n* @param toIndex the end of the range (exclusive), size of this array by default.\n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex);*
* Fills this array or its subrange with the specified [element] value.\n* @param fromIndex the start of the range (inclusive), 0 by default.\n* @param toIndex the end of the range (exclusive), size of this array by default.\n* @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.\n* @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].\n
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

@SinceKotlin("1.3")
@Suppress("NOTHING_TO_INLINE")
public actual inline operator

the original array and then all elements of the given [elements] array.

```kotlin
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun ByteArray.plus(elements: ByteArray) {\n    return primitiveArrayConcat(this, elements)\n}\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun ShortArray.plus(elements: ShortArray) {\n    return primitiveArrayConcat(this, elements)\n}\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun IntArray.plus(elements: IntArray) {\n    return primitiveArrayConcat(this, elements)\n}\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun LongArray.plus(elements: LongArray) {\n    return primitiveArrayConcat(this, elements)\n}\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun FloatArray.plus(elements: FloatArray) {\n    return primitiveArrayConcat(this, elements)\n}\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun DoubleArray.plus(elements: DoubleArray) {\n    return primitiveArrayConcat(this, elements)\n}\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun BooleanArray.plus(elements: BooleanArray) {\n    return primitiveArrayConcat(this, elements)\n}\n
*\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun CharArray.plus(elements: CharArray) {\n    return primitiveArrayConcat(this, elements)\n}\n
*\n@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")\npublic actual inline fun <T> Array<out T>.plusElement(element: T) {\n    return this.asDynamic().concat(arrayOf(element))\n}\n```

```kotlin
/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun IntArray.sort(): Unit {\n    definedExternally\n}\n
/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
public actual fun LongArray.sort(): Unit {\n    if (size > 1) sort {
        a: Long, b: Long -> a.compareTo(b)\n    }\n}\n
/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ByteArray.sort(): Unit {\n    definedExternally\n}\n
/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun ShortArray.sort(): Unit {\n    definedExternally\n}\n
/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun IntArray.sort(): Unit {\n    definedExternally\n}\n
/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@library("primitiveArraySort")
public actual fun LongArray.sort(): Unit {\n    definedExternally\n}\n```

```kotlin
/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArrayOfComparable
 */
public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {\n    if (size > 1) sortArrayWith(this)\n}\n```

```kotlin
/**
 * Sorts the array in-place according to the natural order
 * of its elements.\n * The sort is _stable_. It means that equal elements preserve their order relative to each other
 * after sorting.\n * @sample samples.collections.Arrays.sortOfComparable\n */
public actual fun <T : Comparable<T>> Array<out T>.sort(): Unit {\n    if (size > 1) sortArrayWith(this)\n}\n```

```kotlin
/**
 * Sorts the array in-place according to the order specified by the given [comparison] function.\n * @sample samples.collections.Arrays.sort\n */
public fun <T> Array<out T>.sort(comparison: (a: T, b: T) -> Int): Unit {\n    if (size > 1) sortArrayWith(this, comparison)\n}\n```
the array in-place according to the order specified by the given [comparison] function.

```kotlin
*\n@kotlin.internal.InlineOnly\npublic inline fun ByteArray.sort(noinline comparison: (a: Byte, b: Byte) -> Int): Unit {\n  asDynamic().sort(comparison)\n}

*\n@kotlin.internal.InlineOnly\npublic inline fun ShortArray.sort(noinline comparison: (a: Short, b: Short) -> Int): Unit {\n  asDynamic().sort(comparison)\n}

*\n@kotlin.internal.InlineOnly\npublic inline fun IntArray.sort(noinline comparison: (a: Int, b: Int) -> Int): Unit {\n  asDynamic().sort(comparison)\n}

*\n@kotlin.internal.InlineOnly\npublic inline fun LongArray.sort(noinline comparison: (a: Long, b: Long) -> Int): Unit {\n  asDynamic().sort(comparison)\n}

*\n@kotlin.internal.InlineOnly\npublic inline fun FloatArray.sort(noinline comparison: (a: Float, b: Float) -> Int): Unit {\n  asDynamic().sort(comparison)\n}

*\n@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.sort(noinline comparison: (a: Double, b: Double) -> Int): Unit {\n  asDynamic().sort(comparison)\n}
```

*\n@kotlin.internal.InlineOnly
public inline fun CharArray.sort(noinline comparison: (a: Char, b: Char) -> Int): Unit {\n  asDynamic().sort(comparison)\n}

```kotlin
/**
 * Compares two values using the specified functions [selectors] to calculate the result of the comparison.
 * The functions are called sequentially, receive the given values [a] and [b] and return
 * [Comparable] values. As soon as the [Comparable] instances returned by a function for [a] and [b] values do
 * not compare as equal, the result of that comparison is returned.\n * @sample samples.comparisons.Comparisons.compareValuesByWithSelectors\n */
public fun <T> compareValuesBy(a: T, b: T, vararg selectors: (T) -> Comparable<*>) { Int {\n  require(selectors.size > 0) \n  return compareValuesByImpl(a, b, selectors)\n}
```

```kotlin
private fun <T> compareValuesByImpl(a: T, b: T, selectors: Array<out (T) -> Comparable<*>>): Int {\n  for (fn in selectors) {\n    val v1 = fn(a)\n    val v2 = fn(b)\n    if (diff != 0) return diff\n  }\n  return 0\n}
```
values using the specified [selector] function to calculate the result of the comparison.

* The function is applied to the given values [a] and [b] and return [Comparable] objects.

* The result of comparison of these [Comparable] instances is returned.

* @sample samples.comparisons.Comparisons.compareValuesWithSingleSelector

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> compareValuesBy(a: T, b: T, selector: (T) -> Comparable<*?>): Int {
    return compareValues(selector(a), selector(b))
}
```

* @kotlin.internal.InlineOnly
public inline fun <T> compareValuesBy(a: T, b: T, comparator: Comparator<in K>, selector: (T) -> K): Int {
    return compareValuesBy(a, b, selector) { it as Comparable<*> }.compare(a, b)
}

* @kotlin.internal.InlineOnly
fun <T> compareBy(vararg selectors: (T) -> Comparable<*?>): Comparator<T> {
    require(selectors.size > 0)
    return Comparator { a, b ->
        compareValuesByImpl(a, b, selectors)
    }
}

* @kotlin.internal.InlineOnly
fun <T> compareBy(crossinline selector: (T) -> Comparable<*?>): Comparator<T> =
    compareValuesBy(a, b, selector)

* @kotlin.internal.InlineOnly
fun <T, K> compareBy(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    compareValuesBy(a, b, comparator, selector)

* @kotlin.internal.InlineOnly
fun <T> compareByDescending(crossinline selector: (T) -> Comparable<*?>): Comparator<T> =
    compareValuesByDescending(a, b, selector)

* @kotlin.internal.InlineOnly
fun <T, K> compareByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
    compareValuesByDescending(a, b, comparator, selector)

* @kotlin.internal.InlineOnly
fun <T> thenBy(thenBySelector: (T) -> Comparable<*?>): Comparator<T> {
    require(thenBySelector != null)
    return Comparator { a, b ->
        thenByThen(a, b, thenBySelector)
    }
}
```
comparator defined them equal. It uses\n * the [selector] function to transform values and then compares them with the
 given [comparator].\n *\n * @sample samples.comparisons.Comparisons.thenByWithComparator

```kotlin
public inline fun <T, K> Comparator<T>.thenBy(comparator: Comparator<in K>,
 crossinline selector: (T) -> K): Comparator<T> =
 Comparator(a, b) @
 if (previousCompare != 0) previousCompare else compareValuesBy(a, b, selector)\n
 \n\n`\n * Creates a descending comparator using the primary comparator and\n * the function to transform value to a [Comparable] instance for comparison.\n *\n * \n * @sample samples.comparisons.Comparisons.thenByDescending\n
```kotlin
Comparator<T>.thenByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
 Comparator(a, b) @
 if (previousCompare != 0) previousCompare else compareValuesBy(a, selector)\n
\n\n`\n * Combines this comparator and the given [comparator] such that the latter is applied only when the former considered values equal.\n *\n * @sample samples.comparisons.Comparisons.thenByDescendingWithComparator

```kotlin
Comparator<T>.thenByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
 Comparator(a, b) @
 if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)\n
\n\n`\n * Extends the given [comparator] of non-nullable values to a comparator of nullable values\n * considering `null` value less than any other value.\n *\n * @sample samples.comparisons.Comparisons.nullsFirstWithComparator

```kotlin
public fun <T : Any> nullsFirst(comparator: Comparator<in T>): Comparator<T> =
 Comparator(a, b) @
 if (previousCompare != 0) previousCompare else compareValuesBy(a, comparator, null)\n
\n\n`\n * Extends the given [comparator] of non-nullable values to a comparator of nullable values\n * considering `null` value greater than any other value.\n *\n * @sample samples.comparisons.Comparisons.nullsLastWithComparator

```kotlin
public fun <T : Any> nullsLast(comparator: Comparator<in T>): Comparator<T> =
 Comparator(a, b) @
 if (previousCompare != 0) previousCompare else compareValuesBy(b, comparator, null)\n
\n\n`\n * Returns a comparator that compares [Comparable] objects in natural order.\n
```
public fun <T : Comparable<T>> naturalOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (NaturalOrderComparator as Comparator<T>)

/**
 * Returns a comparator that compares [Comparable] objects in reversed natural order.
 * @sample samples.comparisons.Comparisons.naturalOrderComparator
 */
public fun <T : Comparable<T>> reverseOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)

/**
 * Returns a comparator that imposes the reverse ordering of this comparator.
 * @sample samples.comparisons.Comparisons.reversed
 */
public fun <T : Comparable<T>> Comparator<T>.reversed(): Comparator<T> = when (this) {
    is ReversedComparator -> this.comparator
    NaturalOrderComparator -> @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)
    ReverseOrderComparator -> @Suppress("UNCHECKED_CAST") (NaturalOrderComparator as Comparator<T>)
    else -> ReversedComparator(this)
}

private class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}

package kotlin

import kotlin.contracts.*

/**
 * An exception is thrown to indicate that a method body remains to be implemented.
 */
public class NotImplementedError(message: String = "An operation is not implemented.") : Error(message)

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 * @param reason a string explaining why the implementation is missing.
 */
@kotlin.internal.InlineOnly
public inline fun TODO(reason: String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")

/**
 * Calls the specified function [block] and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).
 */
@kotlin.internal.InlineOnly
public inline fun <R> run(block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE) \n        return block() \n    } \n    return block()
}

/**
 * Calls the specified function [block] with the given [receiver] as its receiver and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#with).
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> with(receiver: T, block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE) \n        return block() \n    } \n    return block(receiver)
For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).

```kotlin
@kotlin.internal.InlineOnly
public inline fun <T> T.apply(block: T.() -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    block() // \n this\n
    return this
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns `this` value.
 */
@kotlin.internal.InlineOnly
public inline fun <T> T.also(block: (T) -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    block(this)
    return this
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns its result.
 */
@kotlin.internal.InlineOnly
public <T, R> T.let(block: (T) -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block(this)
}

/**
 * Returns `this` value if it satisfies the given [predicate] or `null`, if it doesn't.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.takeIf(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    }
    return if (predicate(this)) this else null
}

/**
 * Returns `this` value if it _does not_ satisfy the given [predicate] or `null`, if it does.
 */
@kotlin.internal.InlineOnly
@SinceKotlin("1.1")
public inline fun <T> T.takeUnless(predicate: (T) -> Boolean): T? {
    contract {
        callsInPlace(predicate, InvocationKind.EXACTLY_ONCE)
    }
    return if (!predicate(this)) this else null
}

/**
 * Executes the given function [action] specified number of [times].
 *
 * A zero-based index of current iteration is passed as a parameter to [action].
 */
@kotlin.internal.InlineOnly
public inline fun repeat(times: Int, action: (Int) -> Unit) {
    contract { callsInPlace(action) }

    for (index in 0 until times) {
        action(index)
    }
}
```

For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).

```kotlin
/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public actual fun <T : Comparable<T>> maxOf(a: T, b: T): T {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Byte, b: Byte): Byte {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Short, b: Short): Short {
    return Math.max(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Int, b: Int): Int {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Long, b: Long): Long {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Float, b: Float): Float {
    return Math.max(a, b)
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
@Suppress("DEPRECATION_ERROR")
public actual inline fun maxOf(a: Double, b: Double): Double {
    return Math.max(a, b)
}
```

Open Source Used In DCNM 12.12.0(2) 3721
public actual inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the greater of three values.
 */
public actual inline fun maxOf(a: Short, b: Short, c: Short): Short {
    return Math.max(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
}

/**
 * Returns the greater of three values.
 */
public actual inline fun maxOf(a: Int, b: Int, c: Int): Int {
    return Math.max(a, b, c)
}

/**
 * Returns the greater of three values.
 */
public actual inline fun maxOf(a: Long, b: Long, c: Long): Long {
    return Math.max(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
public actual inline fun maxOf(a: Float, b: Float, c: Float): Float {
    return Math.max(a, b, c)
}

/**
 * Returns the greater of three values.
 */
public actual inline fun maxOf(a: Double, b: Double, c: Double): Double {
    return Math.max(a, b, c)
}

/**
 * Returns the smaller of two values.
 * If values are equal, returns the first one.
 */
public actual inline fun minOf(a: Byte, b: Byte): Byte {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Short, b: Short): Short {
    return Math.min(a.toInt(), b.toInt()).unsafeCast<Short>()
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Int, b: Int): Int {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Long, b: Long): Long {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Float, b: Float): Float {
    return Math.min(a, b)
}

/**
 * Returns the smaller of two values.
 */
public actual inline fun minOf(a: Double, b: Double): Double {
    return Math.min(a, b)
}

/**
 * Returns the smaller of three values.
 */
public actual inline fun minOf(a: Byte, b: Byte, c: Byte): Byte {
    return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Byte>()
}

/**
 * Returns the smaller of three values.
 */
public actual inline fun minOf(a: Short, b: Short, c: Short): Short {
    return Math.min(a.toInt(), b.toInt(), c.toInt()).unsafeCast<Short>()
}

/**
 * Returns the smaller of three values.
 */
public actual inline fun minOf(a: Int, b: Int, c: Int): Int {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller of three values.
 */
public actual inline fun minOf(a: Long, b: Long, c: Long): Long {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
public actual inline fun minOf(a: Float, b: Float, c: Float): Float {
    return Math.min(a, b, c)
}

/**
 * Returns the smaller
of three values.

open actual inline fun minOf(a: Double, b: Double, c: Double): Double {
    return Math.min(a, b, c)
}

package kotlin.collections

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

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

/**
 * Returns 1st *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.
 */
public inline operator fun <T> List<T>.component1(): T {
    return get(0)
}

/**
 * Returns 2nd *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 2.
 */
public inline operator fun <T> List<T>.component2(): T {
    return get(1)
}

/**
 * Returns 3rd *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 3.
 */
public inline operator fun <T> List<T>.component3(): T {
    return get(2)
}

/**
 * Returns 4th *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 4.
 */
public inline operator fun <T> List<T>.component4(): T {
    return get(3)
}

/**
 * Returns 5th *element* from the list.
 * 
 * Throws an [IndexOutOfBoundsException] if the size of this list is less than 5.
 */
public inline operator fun <T> List<T>.component5(): T {
    return get(4)
}

/**
 * Returns `true` if *element* is found in the collection.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Iterable<T>.contains(element: T): Boolean {
    if (this is Collection)
        return contains(element)
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given *index* or throws an [IndexOutOfBoundsException] if the 
 * index is out of bounds of this collection.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
public fun <T> Iterable<T>.elementAt(index: Int): T {
    if (this is List)
        return get(index)
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Collection doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given *index* or the result of calling the [defaultValue] function
 * if the *index* is out of bounds of this collection.
 * 
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
public fun <T> Iterable<T>.elementAtOrNull(index: Int): T? {
    if (this is List)
        return getOrNull(index)
    if (index < 0)
        return null
    val count = 0
    var iterator = iterator()
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

Iterable<T>.elementAt(index: Int, defaultValue: (Int) -> T): T {
    if (this is List)
        return getOrDefault(index, defaultValue(index))
    if (index < 0)
        return getOrDefault(0, defaultValue(index))
    if (index >= 0)
        return getOrDefault(index, defaultValue(index))
    return null
}

Iterable<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (this is List)
        return getOrDefault(index, defaultValue(index))
    if (index < 0)
        return getOrDefault(0, defaultValue(index))
    if (index >= 0)
        return getOrDefault(index, defaultValue(index))
    return null
}

Iterable<T>.elementAtNull(index: Int): T? {
    if (this is List)
        return getOrDefault(index, defaultValue(index))
    if (index < 0)
        return getOrDefault(0, defaultValue(index))
    if (index >= 0)
        return getOrDefault(index, defaultValue(index))
    return null
}

Iterable<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (this is List)
        return getOrDefault(index, defaultValue(index))
    if (index < 0)
        return getOrDefault(0, defaultValue(index))
    if (index >= 0)
        return getOrDefault(index, defaultValue(index))
    return null
}

Iterable<T>.elementAtNull(index: Int): T? {
    if (this is List)
        return getOrDefault(index, defaultValue(index))
    if (index < 0)
        return getOrDefault(0, defaultValue(index))
    if (index >= 0)
        return getOrDefault(index, defaultValue(index))
    return null
}
**List<T>.elementAtOrNull(index: Int): T?**

```kotlin
return this.getOrNull(index)
```

* Returns the first element matching the given [predicate], or `null` if no such element was found.

**Iterable<T>.find(predicate: (T) -> Boolean): T?**

```kotlin
return this.getOrNull(index)
```

* Returns the last element matching the given [predicate], or `null` if no such element was found.

**Iterable<T>.findLast(predicate: (T) -> Boolean): T?**

```kotlin
return lastOrNull(predicate)
```

* Returns the last element matching the given [predicate], or `null` if no such element was found.

**List<T>.findLast(predicate: (T) -> Boolean): T?**

```kotlin
return lastOrNull(predicate)
```

* Returns the last element matching the given [predicate], or `null` if no such element was found.

**Iterable<T>.first(): T?**

```kotlin
when (this) {
    is List -> return this.first()
    else -> {
        val iterator = iterator() if (!iterator.hasNext()) throw NoSuchElementException("Collection is empty.")
        return iterator.next()
    }
}
```

* Returns the first element matching the given [predicate], or `null` if no such element is found.

**Iterable<T>.firstOrNull(): T?**

```kotlin
when (this) {
    is List -> {
        if (isEmpty()) return null
        else return this[0]
    }
    else -> {
        val iterator = iterator() if (!iterator.hasNext()) return null
        return iterator.next()
    }
}
```

* Returns the first element matching the given [predicate], or `null` if the list is empty.

**Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T?**

```kotlin
for (element in this) if (predicate(element)) return element
throw NoSuchElementException("Collection contains no element matching the predicate.")
```

* Returns the first element matching the given [predicate], or `null` if no such element was found.

**Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T?**

```kotlin
for (element in this) if (predicate(element)) return element
throw NoSuchElementException("Collection contains no element matching the predicate.")
```

* Returns the first element matching the given [predicate], or `null` if no such element was found.

**Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T?**

```kotlin
for (element in this) if (predicate(element)) return element
return null
```

* Returns the first element matching the given [predicate], or `null` if no such element was found.

**Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T?**

```kotlin
for (element in this) if (predicate(element)) return element
return null
```

* Returns the first element matching the given [predicate], or `null` if no such element was found.

**Iterable<T>.find(predicate: (T) -> Boolean): T?**

```kotlin
val iterator = iterator() if (!iterator.hasNext()) throw NoSuchElementException("Collection is empty.")
```

* Returns the first element matching the given [predicate], or `null` if no such element is found.

**Iterable<T>.find(predicate: (T) -> Boolean): T?**

```kotlin
for (element in this) if (predicate(element)) return element
```

* Returns the first element matching the given [predicate], or `null` if no such element was found.

**Iterable<T>.first(): T?**

```kotlin
when (this) {
    is List -> return this.first()
    else -> {
        val iterator = iterator() if (!iterator.hasNext()) throw NoSuchElementException("Collection is empty.")
        return iterator.next()
    }
}
```

* Returns the first element matching the given [predicate], or `null` if no such element is found.

**Iterable<T>.firstOrNull(): T?**

```kotlin
when (this) {
    is List -> {
        if (isEmpty()) return null
        else return this[0]
    }
    else -> {
        val iterator = iterator() if (!iterator.hasNext()) return null
        return iterator.next()
    }
}
```

* Returns the first element matching the given [predicate], or `null` if the list is empty.

**Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T?**

```kotlin
for (element in this) if (predicate(element)) return element
```

* Returns the first element matching the given [predicate], or `null` if no such element was found.

**Iterable<T>.indexOf(element: T): Int**

```kotlin
if (this is List) return this.indexOf(element)
```

* Returns the first index of [element], or `-1` if the collection does not contain such element.

**Iterable<T>.indexOf(element: T): Int**

```kotlin
indexOf(element)
```

* Returns the first index of [element], or `-1` if the collection does not contain such element.

**Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): Int**

```kotlin
var index = 0
for (item in this) {
    if (predicate(item)) return index
    index++
}
return -1
```

* Returns the first index of the first element matching the given [predicate], or `-1` if the collection does not contain such element.

**Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): Int**

```kotlin
var index = 0
for (item in this) {
    if (predicate(item)) return index
    index++
}
return -1
```

* Returns the first index of the first element matching the given [predicate], or `-1` if the collection does not contain such element.

**Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int**

```kotlin
var lastIndex = -1
for (item in this) {
    if (predicate(item)) lastIndex = index
    index++
}
return lastIndex
```

* Returns the last index of the last element matching the given [predicate], or `-1` if the list does not contain such element.

**Iterable<T>.indexOfLast(predicate: (T) -> Boolean): Int**

```kotlin
var lastIndex = -1
for (item in this) {
    if (predicate(item)) lastIndex = index
    index++
}
return lastIndex
```

* Returns the last index of the last element matching the given [predicate], or `-1` if the list does not contain such element.
val iterator = this.listIterator(size)
    while (iterator.hasNext()) {
        if (predicate(iterator.next())) {
            return iterator.nextIndex()
        }
    }
    return -1
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the collection is empty.
 */
public fun <T> Iterable<T>.last(): T {
    when (this)
    { is List -> return this.last()
    else -> {
        val iterator = iterator()
        if (!iterator.hasNext())
            throw NoSuchElementException("Collection is empty.")
        var last = iterator.next()
        while (iterator.hasNext())
            last = iterator.next()
        return last
    }
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> Iterable<T>.last(predicate: (T) -> Boolean): T {
    var last: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return last as T
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun <T> List<T>.last(predicate: (T) -> Boolean): T {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (predicate(element)) return element
    }
    throw NoSuchElementException("List contains no element matching the predicate.")
}

/**
 * Returns last index of [element], or -1 if the collection does not contain element.
 * @throws [NoSuchElementException] if the collection is empty.
 */
public fun <T> Iterable<T>.lastIndexOf(element: T): Int {
    if (this is List) return this.lastIndexOf(element)
    var lastIndex = -1
    var index = 0
    for (item in this) {
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns last index of [element], or -1 if the list does not contain element.
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases
public fun <T> List<T>.lastIndexOf(element: T): Int {
    return lastIndexOf(element)
}

/**
 * Returns last index of [element], or `null` if the collection is empty.
 */
public fun <T> Iterable<T>.lastOrNull(): T? {
    when (this) {
        is List -> return if (isEmpty()) null else this[size - 1]
        else -> {
            val iterator = iterator()
            if (!iterator.hasNext())
                return null
            var last = iterator.next()
            while (iterator.hasNext())
                last = iterator.next()
            return last
        }
    }
}

/**
 * Returns last index of [element], or `null` if the list is empty.
 */
public fun <T> List<T>.lastOrNull(): T? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
public inline fun <T> Iterable<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    val iterator = this.listIterator(size)
    while (iterator.hasPrevious()) {
        val element = iterator.previous()
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this collection.
 * @throws NoSuchElementException if the collection is empty.
 */
@SinceKotlin("1.3")
public inline fun <T> Collection<T>.random(): T {
    return random()
}

/**
 * Returns a random element from this collection using the specified source of randomness.
 * @throws NoSuchElementException if this collection is empty.
 */
@SinceKotlin("1.3")
public fun <T> Collection<T>.random(random: Random): T {
    return random.nextLong().let { if (isRandom()) throw NoSuchElementException("Random is not a random number generator.") else return it }
}

/**
 * Returns a random element from this collection using the specified source of randomness, or `null` if this collection is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> Collection<T>.randomOrNull(random: Random): T? {
    return randomOrNull()
}

/**
 * Returns a random element from this collection, or `null` if this collection is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> Collection<T>.randomOrNull(): T? {
    return randomOrNull()
}

/**
 * Returns a random element from this collection using the specified source of randomness, or `null` if this collection is empty.
 */
@SinceKotlin("1.3")
public fun <T> Collection<T>.randomOrNull(): T? {
    return randomOrNull()
}

/**
 * Returns a random element from this collection using the specified source of randomness.
 * @throws NoSuchElementException if this collection is empty.
 */
@SinceKotlin("1.3")
public fun <T> Collection<T>.randomOrNull(): T? {
    return randomOrNull()
}

/**
 * Returns a random element from this collection using the specified source of randomness.
 * @throws NoSuchElementException if this collection is empty.
 */
@SinceKotlin("1.3")
public fun <T> Collection<T>.randomOrNull(): T? {
    return randomOrNull()
}
Returns the single element, or throws an exception if the collection is empty or has more than one element.

```java
*\n@public fun <T> Iterable<T>.single(): T
  when (this) {
    return when (size) {
      0 -> throw
      1 -> this[0]
      else -> {
        val iterator = iterator()
        if (!iterator.hasNext())
          throw NoSuchElementException("Collection is empty.")
        val single = iterator.next()
        return single
      }
    }
    else {
      list = ArrayList<T>()
    }
    var count = 0
    for (item in this) {
      if (predicate(item)) {
        if (found) return null
        single = item
        found = true
      }
    }
    if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns a list containing all elements except first elements that satisfy the given [predicate], or `null` if the collection is empty or has more than one element.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> List<T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    if (n == this.size) return emptyList()
    if (count >= n) list.add(item) else ++count
    return list.optimizeReadOnlyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given [predicate], or `null` if the collection is empty or has more than one element.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> List<T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    val iterator = iterator()
    if (iterator.hasNext())
        throw
    val list: ArrayList<T>
    if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0)
            return emptyList()
        list = ArrayList<T>(resultSize)
        for (index in n until size)
            list.add(this[index])
    } else
        list = ArrayList<T>(count + n)
    if (list.isEmpty())
        return emptyList()
    if (resultSize == 1)
        return listOf(last())
    list = ArrayList<T>(resultSize)
    if (this is List<T>)
        return if (RandomAccess) {
            for (index in n until size)
                list.add(index)
            return list
        } else {
            for (item in listIterator(size))
                list.add(item)
        }
    var count = 0
    for (item in this) {
        if (predicate(item)) {
            if (found) throw
            val single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public fun <T> Iterable<T>.filter(predicate: (T) -> Boolean): List<T>
```
if (expectedSize == 0) return emptyList()
            return ArrayList<T>(expectedSize).apply {
                while (!predicate(iterator.previous())) {
            iterator.next()
            val expectedSize = size - iterator.nextIndex()
        }
        val iterator = listIterator(size)
        while (iterator.hasPrevious()) {
            if (predicate(iterator.previous())) {
                iterator.previous() = null
            }
        }
        return list
    }

    inline fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
        if (isEmpty())
            return emptyList()
    val iterator = listIterator(size - n))
            list.add(item)
    }
    return list
}

/**
 * Returns a list containing last elements.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> List<T>.takeLast(n: Int): List<T> {
    if (n >= size) return toList()
    if (n == 1) return listOf(last())
    val list = ArrayList<T>(n)
    if (this is Collection<T>) {
        if (n >= size) return toList()
        if (n == 1) return
    } else {
        for (item in this) {
            list.add(item)
        }
    }
    return list
}

/**
 * Returns a list containing elements at specified 
 * indices range.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
}

/**
 * Returns a list containing elements at specified 
 * indices.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
}

/**
 * Returns a list containing elements at specified 
 * indices.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
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    if (indices.isEmpty()) return listOf()
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    return this.subList(indices.start, indices.endInclusive + 1).toList()
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    return this.subList(indices.start, indices.endInclusive + 1).toList()
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    return this.subList(indices.start, indices.endInclusive + 1).toList()
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    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
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 * indices.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
}

/**
 * Returns a list containing elements at specified 
 * indices.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
}

/**
 * Returns a list containing elements at specified 
 * indices.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
}

/**
 * Returns a list containing elements at specified 
 * indices.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
}

/**
 * Returns a list containing elements at specified 
 * indices.
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
Returns a list containing first elements satisfying the given [predicate].

Reverses elements in the list in-place.

Returns a list with elements in reversed order.

Iterables [Iterable] can be reversed in-place with the [reversed] function. However, if the [Iterable] is not [Collection], the [reversed] function returns a [List] containing all elements.

The [reversed] function sorts each element according to their natural sort order. Equal elements preserve their order relative to each other.

The [sorted] function sorts each element according to their natural sort order. Equal elements preserve their order relative to each other.

The [sorted] function sorts each element according to the specified [comparator]. Equal elements preserve their order relative to each other.

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The [sorted] function sorts each element according to the specified [comparator]. Equal elements preserve their order relative to each other.
(element in this)\nresult[index++] = element
return result
*/

/**
 * Returns an array of Float containing all of the elements of this collection.
 */
val result: FloatArray
*

/**
 * Returns an array of Int containing all of the elements of this collection.
 */
val result: IntArray
*

/**
 * Returns an array of Long containing all of the elements of this collection.
 */
val result: LongArray
*

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given collection.
 */
val result: Map
*

/**
 * Returns a [Map] containing the elements from the given collection indexed by the key returned from [keySelector] function applied to each element.
 */
val result: Map
*

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by the key provided by the [keySelector] function applied to elements of the given collection.
 */
val result: Map
*

/**
 * Populates and returns the mutable map with key-value pairs provided by [transform] function applied to each element of the given collection.
 */
val result: Map
*

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given collection.
 */
val result: Map
*

/**
 * Returns a [Map] containing the elements of the given collection indexed by the key returned by [keySelector] function applied to each element.
 */
val result: Map
*

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by the key returned by [keySelector] function applied to each element of the given collection.
 */
val result: Map
*

/**
 * Populates and returns the mutable map with key-value pairs provided by [transform] function applied to each element of the given collection.
 */
val result: Map
*

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given collection.
 */
val result: Map
*

/**
 * Returns an array of Short containing all of the elements of this collection.
 */
val result: ShortArray
*

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given collection.
 */
val result: Map
*

/**
 * Returns a [Map] containing the elements of the given collection indexed by the key returned by [keySelector] function applied to each element.
 */
val result: Map
*

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by the key returned by [keySelector] function applied to each element of the given collection.
 */
val result: Map
*

/**
 * Populates and returns the mutable map with key-value pairs provided by [transform] function applied to each element of the given collection.
 */
val result: Map
*

/**
 * Returns a [List] containing all of the elements of this collection.
 */
val result: List
*

/**
 * Returns a [List] containing all of the elements of this collection.
 */
val result: List
*
destination += transform(element)
    }
    return destination
}

/**
 * Returns a [Map] where keys are elements from the given collection and values are produced by the [valueSelector] function applied to each element. If any two elements are equal, the last one gets added to the map. The returned map preserves the entry iteration order of the original collection.
 */
public inline fun <K, V> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K, V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given collection, where key is the element itself and value is provided by the [valueSelector] function applied to that key. If any two elements are equal, the last one overwrites the former value in the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> Iterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {
    for (element in this) {
        destination.put(element, valueSelector(element))
    }
    return destination
}

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

/**
 * Returns a [HashSet] of all elements.
 */
public fun <T> Iterable<T>.toHashSet(): HashSet<T> {
    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))
}

/**
 * Returns a [List] containing all elements.
 */
public fun <T> Iterable<T>.toList(): MutableList<T> {
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a [List] containing all elements.
 */
public fun <T> Collection<T>.toMutableList(): MutableList<T> {
    return ArrayList(this)
}

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

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

/**
 * Groups elements of the original collection by the key returned by the given [keySelector] function, returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <T, K> Iterable<T>.groupBy(keySelector: (T) -> K): Map<K, List<T>> {
    return groupByTo(LinkedHashMap<K, MutableList<T>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original collection, by the key returned by the given [keySelector] function, returns a map where each group key is associated with a list of corresponding values.
 */
public inline fun <T, K, V> Iterable<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

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groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

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

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

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * @param [keySelector] function that takes each element and returns a key
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original collection.
 * @param [transform] function that takes each element and returns a result
 * @sample samples.collections.Collections.Transformations.map
 */
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original collection.
 * @param [transform] function that takes the index of an element and the element itself and returns
 * a list containing the results of applying the given [transform] function
 * to each element
 * @sample samples.collections.Collections.Transformations.mapIndexed
 */
public inline fun <T, R> Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function
 * to each element in the original collection.
 * @param [transform] function that takes each element and returns a result
 * @sample samples.collections.Collections.Transformations.mapNotNull
 */
public inline fun <T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element and its index in the original collection
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself and
 * returns the result of applying the given [transform] function
 * to each element
 * @sample samples.collections.Collections.Transformations.mapIndexedNotNull
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    var index = 0
    for (item in this) {
        transform(checkIndexOverflow(index++), item)
        destination.add(uncheckedTransform(transform(index, item)))
    }
    return destination
}

/**
 * Applies the given [transform] function to each element in the original collection and
 * returns the result of applying the given [transform] function
 * to each element in the original collection
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes each element and returns a result
 * @sample samples.collections.Collections.Transformations.mapIndexedNotNullTo
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapIndexedNotNullTo(destination: C, keySelector: (T) -> K, valueTransform: (T) -> V): C {
    var index = 0
    for (item in this) {
        val key = keySelector(item)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(item))
        destination.add(uncheckedTransform(transform(index, item)))
    }
    return destination
}

/**
 * Applies the given [transform] function to each element in the original collection
 * and returns the result of applying the given [transform] function
 * to each element in the original collection
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes each element and returns a result
 * @sample samples.collections.Collections.Transformations.mapIndexedNull
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapIndexedNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    var index = 0
    for (item in this) {
        transform(checkIndexOverflow(index++), item)
        destination.add(uncheckedTransform(transform(index, item)))
    }
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original collection.
 * @param [transform] function that takes the index of an element and the element itself and
 * returns the result of applying the given [transform] function
 * to each element
 * @sample samples.collections.Collections.Transformations.mapIndexedTo
 */
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    for (item in this) {
        destination.add(uncheckedTransform(transform(checkIndexOverflow(index++), item)))
    }
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original collection
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself and
 * returns the result of applying the given [transform] function
 * to each element
 * @sample samples.collections.Collections.Transformations.mapIndexedNullTo
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Iterable<T>.mapIndexedNullTo(destination: C, keySelector: (T) -> K, valueTransform: (T) -> V): C {
    for (item in this) {
        val key = keySelector(item)
        val list = destination.getOrPut(key) {
            ArrayList<V>()
        }
        list.add(valueTransform(item))
        destination.add(uncheckedTransform(transform(checkIndexOverflow(index++), item)))
    }
    return destination
}

/**
 * Applies the given [transform] function to each element in the original collection
 * and returns the result of applying the given [transform] function
 * to each element in the original collection
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes each element and returns a result
 * @sample samples.collections.Collections.Transformations.mapNot
 */
public inline fun <T, R : Any> Iterable<T>.mapNot(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}
MutableCollection<in R>> Iterable<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach {
        element -> transform(element) ?.let {
            destination.add(it) 
        } ?: return destination
    }
    return destination
}

/**
 * Applies the given [transform] function to each element of the original collection and appends the results to the given
 * destination.
 */
MutableCollection<in R>> Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a list containing only distinct elements from the given collection.
 */
List<T> Iterable<T>.distinct(): List<T> {
    val set = HashSet<T>()
    for (item in this)
        if (set.add(item))
            set.add(item)
    return set
}

/**
 * Returns a list containing only elements from the given collection
 * having distinct keys returned by the given [selector] function.
 */
List<T> Iterable<T>.distinctBy(selector: (T) -> K): List<T> {
    val set = HashSet<K>()
    for (item in this)
        if (set.add(selector(item)))
            set.add(selector(item))
    return set
}

/**
 * Returns a set containing only distinct elements from the given collection.
 * 
 * The elements in the resulting list are in the same order as they were in the source collection.
 */
Set<T> Iterable<T>.distinct(): Set<T> {
    val set = HashSet<T>()
    for (item in this)
        if (set.add(item))
            set.add(item)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this collection and the specified collection.
 */
Set<T> Iterable<T>.intersect(other: Iterable<T>): Set<T> {
    val set = HashSet<T>()
    for (item in other)
        if (set.add(item))
            set.add(item)
    return set
}

/**
 * Returns a set containing all elements that are contained by this collection and not contained by the specified collection.
 */
Set<T> Iterable<T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toHashSet()
    for (item in other)
        if (set.remove(item))
            set.remove(item)
    return set
}

/**
 * Returns a mutable set containing all distinct elements from the given collection.
 * 
 * The returned set contains all elements that are contained by this collection and not contained by the specified collection.
 * 
 * The returned set preserves the element iteration order of the original collection.
 */
MutableSet<T> Iterable<T>.toMutableSet(): MutableSet<T> {
    when (this) {
        is Collection -> LinkedHashSet(this)
        else -> toCollection(LinkedHashSet<T>())
    }
    return it
}

/**
 * Returns a list containing all distinct elements from both collections.
 * 
 * The returned list contains all elements that are contained in both collections.
 * 
 * The returned list preserves the element iteration order of the original collection.
 * 
 * Those elements of the [other] collection that are unique are iterated in the end.
 * 
 * The order of the [other] collection is preserved.
 */
List<T> Iterable<T>.union(other: Iterable<T>): List<T> {
    val set = HashSet<T>()
    for (item in other)
        if (set.add(item))
            set.add(item)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
Boolean Iterable<T>.all(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this)
        if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
Boolean Iterable<T>.any(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return false
    for (element in this)
        if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this collection.
 */
Int Iterable<T>.count(): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
Int Iterable<T>.count(predicate: (T) -> Boolean): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
Int Iterable<T>.count(predicate: (T) -> Boolean): Int {
    return size
}
Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.

```kotlin
@<T> get max
}

/**
 * Returns the smallest element or `null` if there are no elements.
 * 
 * If any of elements
 * ```
 * val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while
[91x131]`null` if there are no elements.
 * 
 * @param [operation] function that takes the index of an element, the element itself
 * and current accumulator value.
 * 
 * If any of elements is `NaN` returns `NaN`.
 */
@SinceKotlin("1.1")
public fun Iterable<Float>.max(): Float? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun <T : Comparable<T>> Iterable<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    if (max.isNaN()) return max
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun <T : Number> Iterable<T>.maxBy(selector: (T) -> Number): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxElem = iterator.next()
    if (!iterator.hasNext()) return maxElem
    var max = maxElem
    while (iterator.hasNext()) {
        val e = iterator.next()
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```
is 'NaN' returns 'NaN'.

`fn * @SinceKotlin("1.1.1")` in public fun Iterable<Double>.min(): Double? { val iterator = iterator() when (iterator.hasNext()) return null

var min = iterator.next(); if (min.isNaN()) return min

while (iterator.hasNext()) {
    val e = iterator.next();
    if (e.isNaN()) return e

    if (min > e) min = e
}

return min
}

`fn * @SinceKotlin("1.1.1")` in public fun Iterable<Float>.min(): Float? { val iterator = iterator() when (iterator.hasNext()) return null

var min = iterator.next(); if (min.isNaN()) return min

while (iterator.hasNext()) {
    val e = iterator.next();
    if (e.isNaN()) return e

    if (min > e) min = e
}

return min
}

`fn * @SinceKotlin("1.1.1")` in public fun <T : Comparable<T>> Iterable<T>.min(): T? { val iterator = iterator() when (iterator.hasNext()) return null

var min = iterator.next(); if (min.isNaN()) return null

while (iterator.hasNext()) {
    val e = iterator.next();
    if (min > e) min = e
}

return min
}

`fn * @SinceKotlin("1.1.1")` in inline fun Iterable<T>.reduce(operation: (acc: S, T) -> S): S {
    val iterator = this.iterator();
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")

    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun Iterable<T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    val iterator = this.iterator();
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty collection can't be reduced.")

    var index = 1
    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        index++
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var index = 1
    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        index++
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnless(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnlessIndexed(operation: (index: Int, acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var index = 1
    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        index++
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnlessIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var index = 1
    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        index++
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnlessOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnlessIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var index = 1
    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        index++
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnlessIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var index = 1
    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        index++
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnlessOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnlessIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var index = 1
    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        index++
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnlessIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var index = 1
    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        index++
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnlessOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnlessIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var index = 1
    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        index++
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnlessIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var index = 1
    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        index++
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnlessOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnlessIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var index = 1
    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        index++
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }

    return accumulator
}

`fn * @SinceKotlin("1.1.1")` in inline fun <S, T> Iterable<T>.reduceUnlessIndexedOrNull(operation: (index: Int, acc: S, T) -> S): S? {
    val iterator = this.iterator();
    if (!iterator.hasNext()) return null

    var index = 1
    var accumulator: S = iterator.next();

    while (iterator.hasNext()) {
        index++
        accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())
    }

    return accumulator
}
accumulator = operation(accumulator, iterator.next())

return accumulator

@sample samples.collections.Collections.Aggregates.reduceRight

*public inline fun <S, T : S>
List<T>.reduceRight(operation: (T, acc: S) -> S): S {
val iterator = listIterator(size)

if (!iterator.hasPrevious())
    throw UnsupportedOperationException("Empty list can't be reduced.")

var accumulator: S = iterator.previous()
while (iterator.hasPrevious()) {
    accumulator = operation(iterator.previous(), accumulator)
}
return accumulator

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes index of an element, the element itself and current accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S>
List<T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S {
val iterator = listIterator(size)

if (!iterator.hasPrevious())
    throw UnsupportedOperationException("Empty list can't be reduced.")

var accumulator: S = iterator.previous()
while (iterator.hasPrevious()) {
    accumulator = operation(iterator.previousIndex(), iterator.previous(), accumulator)
}
return accumulator

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this collection.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <T, R> Iterable<T>.scanReduce(initial: R, operation: (index: Int, T, acc: R) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    var index = 0
    var accumulator = initial
    for (element in this) {
        accumulator = operation(index++, accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from right to left to each element and current accumulator value that starts with the first element of this collection.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <T, R> Iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    val estimatedSize = collectionSizeOrDefault(9)
    if (estimatedSize == 0) return listOf(initial)
    val result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <S, T : S>
Iterable<T>.scanReduce(operation: (acc: S, T) -> S): List<S> {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return emptyList()
    var accumulator: S = iterator.next()
    val result =
    ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from
 * left to right * to each element, its index in the original collection and current accumulator value that starts with the
 * first element of this collection.
 * Note that `acc` value passed to [operation] function should not be mutated; * otherwise it would affect the previous value in resulting list.
 * * 
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 * * 
 * Returns an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are
 * any `null` elements.
 * * 
 * Splits this collection into several lists each not exceeding the given [size] and applies the given [transform]
 * function to an each. * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * * The last list in the resulting list may have less elements than the given [size]. * You should not store it or allow it to escape in some way, unless you made a snapshot of it.
 * * 
 * Returns a list containing all elements of the original collection except the elements contained in the given [element].
converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.

```java
/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T> {
    val other = elements.toHashSet()
    return this.filterNot { it in other }
}
```

```java
/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] collection.
 * The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Collection<T>.minus(elements: Collection<T>): List<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    return this.filterNot { it in other }
}
```

```java
/**
 * Returns a list containing all elements of the original collection except the elements contained in the given [elements] sequence.
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): List<T> {
    val other = elements.toHashSet()
    return this.filterNot { it in other }
}
```

```java
/**
 * Returns a list containing all elements of the original collection except the given [element].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minusElement(element: T): List<T> {
    return minus(element)
}
```

```java
/**
 * Splits the original collection into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`.
 */
public inline fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```java
/**
 * Returns a list containing all elements of the original collection and then the given [element].
 */
public operator fun <T> Iterable<T>.plus(element: T): List<T> {
    return plus(element)
}
```

```java
/**
 * Returns a list containing all elements of the original collection and then the given [element].
 */
public operator fun <T> Collection<T>.plus(element: T): List<T> {
    return plus(element)
}
```

```java
/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.
 */
public operator fun <T> Iterable<T>.plus(elements: Array<out T>): List<T> {
    return plus(elements)
}
```

```java
/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] array.
 */
public operator fun <T> Collection<T>.plus(elements: Array<out T>): List<T> {
    return plus(elements)
}
```

```java
/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.
 */
public operator fun <T> Iterable<T>.plus(elements: Collection<T>): List<T> {
    return plus(elements)
}
```

```java
/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] collection.
 */
public operator fun <T> Collection<T>.plus(elements: Collection<T>): List<T> {
    return plus(elements)
}
```

```java
/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] sequence.
 */
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): List<T> {
    return plus(elements)
}
```

```java
/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] sequence.
 */
public operator fun <T> Collection<T>.plus(elements: Sequence<T>): List<T> {
    return plus(elements)
}
```

```java
/**
 * Returns a list containing all elements of the original collection and then all elements of the given [elements] sequence.
 */
public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): List<T> {
    return plus(elements)
}
```
of the original collection and then the given [element].

```kotlin
Iterable<T>.plusElement(element: T): List<T> { // return plus(element:in)/\n\n    return plus(element)
}
```

Returns a list containing all elements of the original collection and then the given [element].

```kotlin
Collection<T>.plusElement(element: T): List<T> { // return plus(element:in)/\n\n    return plus(element)
}
```

Returns a list of snapshots of the window of the given [size] sliding along this collection with the given [step], where each window snapshot is a list.

```kotlin
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<List<T>>(resultCapacity)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (windowSize < size && !partialWindows) break
            result.add(List(windowSize) { this[it + index] })
            index += step
        }
        return result
    }
    val result = ArrayList<List<T>>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
        result.add(it)
    }
    return result
}
```

Returns a list of results of applying the given [transform] function to each list representing a view over the window of the given [size] sliding along this collection with the given [step].

```kotlin
    if (this is RandomAccess && this is List) {
        val thisSize = this.size
        val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
        val result = ArrayList<R>(resultCapacity)
        val window = MovingSubList(this)
        var index = 0
        while (index in 0 until thisSize) {
            val windowSize = size.coerceAtMost(thisSize - index)
            if (!partialWindows && windowSize < size) break
            window.move(index, index + windowSize)
            result.add(transform(window))
            index += step
        }
        return result
    }
    val result = ArrayList<R>()
    windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {
        result.add(transform(it))
    }
    return result
}
```

Returns a list of pairs built from the elements of `this` collection and the [other] array with the same index.

```kotlin
Iterable<T>.zip(other: Array<out R>): List<Pair<T, R>> { // return zip(other:in)/\n    return zip(other) { t1, t2 -> t1 to t2 }
}
```

Returns a list of values built from the elements of `this` collection and the [other] array with the same index using the provided [transform] function applied to each pair of elements.

```kotlin
Iterable<T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> { // return zip(other:in)/\n    val arraySize = other.size
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in this) {
        if (i >= arraySize) break
        list.add(transform(element, other[i++]))
    }
    return list
}
```
*/public infix fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` collection and the [other] collection
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 */
@sample samples.collections.Iterations.zip

public infix fun <T, R> Iterable<T>.zipWithNext(other: Iterable<R>): List<Pair<T, R>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to an each pair of two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 */
@sample samples.collections.Collections.Transformations.zipWithNext

/*An@SinceKotlin("1.2")*/
public fun <T> Iterable<T>.joinTo(buffer: Appendable, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (T) -> CharSequence)? = null): Appendable {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/*An@SinceKotlin("1.2")*/
public fun <T> Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: (T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}
public fun Iterable<Int>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
public fun Iterable<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
public fun Iterable<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
public fun Iterable<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Long>.sum(): Long {
    var sum: Long = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

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 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/** Returns the array if it's not `null`, or an empty array otherwise. */
@kotlin.internal.InlineOnly
public actual inline fun <T> Array<out T>?.orEmpty(): Array<out T> = this ?: emptyArray<T>()

@kotlin.internal.InlineOnly
public actual inline fun <T> Collection<T>.toTypedArray(): Array<T> = copyToArray(this)

@JsName("copyToArray")
@PublishedApi
internal fun <T> copyToArray(collection: Collection<*>): Array<Any?> {
    val array = emptyArray<Any?>()
    val iterator = collection.iterator()
    while (iterator.hasNext()) {
        array[iterator.next()]
    }
    if (array.size < collection.size)
        return copyToArrayImpl(collection).unsafeCast<Array<T>>()
    return array
}

@JsName("copyToArrayImpl")
internal actual fun <T> copyToArrayImpl(collection: Collection<*>, array: Array<T>): Array<T> {
    if (array.size < collection.size)
        return copyToArrayImpl(collection).unsafeCast<Array<T>>()
    var index = 0
    var iterator = collection.iterator()
    while (iterator.hasNext()) {
        array[iterator.next()] = iterator.next()
    }
    if (index < array.size)
        array[index] = null.unsafeCast<T>()
    return array
}

/**
 * Returns an immutable list
 * containing only the specified object [element].
 */
public fun <T> listOf(element: T): List<T> = ArrayList(element)

/**
 * Returns an immutable set
 * containing only the specified object [element].
 */
public fun <T> setOf(element: T): Set<T> = LinkedHashSet(element)

/**
 * Returns an immutable map
 * mapping only the specified key to the
 * specified value.
 */
public fun <K, V> mapOf(pair: Pair<K, V>):
Map<K, V> = hashMapOf(pair)\n\n/**
 * Fills the list with the provided \[value\].\n * Each element in the list
 * gets replaced with the \[value\].\n */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.fill(value: T): Unit {
    for (index in 0..lastIndex) {
        this[index] = value
    }
}

/**
 * Randomly shuffles elements in
 * the list and returns a new list
 * with the elements from the list
 * randomly shuffled.\n * 
 * *\n * *\n */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.shuffle(): Unit = shuffle(Random)

/**
 * Returns a new list with the elements from the list
 * randomly shuffled.\n * *\n * *\n */
@SinceKotlin("1.2")
public actual fun <T> MutableList<T>.sort(): Unit

private fun <T> MutableList<T>.sortWith(comparator: Comparator<in T>): Unit

@SinceKotlin("1.3")
@PublishedApi
@JsName("arrayCopy")
internal fun <T> arrayCopy(source: Array<out T>, destination: Array<in T>, destinationOffset: Int, startIndex: Int, endIndex: Int) {
    AbstractList.checkRangeIndexes(startIndex, endIndex, source.size)\n    val rangeSize = endIndex - startIndex\n    val subrange = source.asDynamic().subarray(startIndex, endIndex)\n    destination.asDynamic().set(subrange, destinationOffset)\n}

internal actual fun <T> arrayOfNulls(reference: Array<T>, size: Int): Array<T> {
    return arrayOfNulls<Any>(size).unsafeCast<Array<T>>()
}

// no singleton map implementation in js, return map as
@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<K, V>.toSingletonMapOrSelf(): Map<K, V> = this

@Suppress("NOTHING_TO_INLINE")
internal actual inline fun <K, V> Map<out K, V>.toSingletonMap(): Map<K, V> = this.toMutableMap()

@PublishedApi
internal actual fun checkIndexOverflow(index: Int): Int {
    if (index < 0) {
        throwIndexOverflow()
    }
    return index
}

@PublishedApi
internal actual fun checkCountOverflow(count: Int): Int {
    if (count < 0) {
        throwCountOverflow()
    }
    return count
}

package kotlin.collections

/**
 * Returns the given iterator itself. This allows to use an instance of iterator in a `for`
 * loop.\n */
@sample samples.collections.Operators.iterator\n@Sample samples.collections.Operators.withIndex\n@sample samples.collections.Operators.withIndexIterator\n
Iterator<IndexedValue<T>> = IndexingIterator(this)

/**
 * Performs the given [operation] on each element of
 * this [Iterator].
 */
public inline fun <T>
        Iterator<T>.forEach(operation: (T) -> Unit): Unit {
    for (element in this) operation(element)
}

/**
 * Iterator transforming original `iterator` into iterator of
 * [IndexedValue], counting index from zero.
 */
internal class
        IndexingIterator<out T>(private val iterator: Iterator<T>) : Iterator<IndexedValue<T>> {
    private var index =
        0
    final override fun hasNext(): Boolean = iterator.hasNext()
    final override fun next(): IndexedValue<T> = IndexedValue(checkIndexOverflow(index++), iterator.next())
}

package
        kotlin.comparisons

import kotlin.random.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
public expect fun <T : Comparable<T>> maxOf(a: T, b: T): T

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public expect inline fun maxOf(a: Byte, b: Byte): Byte

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public expect inline fun maxOf(a: Short, b: Short): Short

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public expect inline fun maxOf(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public expect inline fun maxOf(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public expect inline fun maxOf(a: Float, b: Float): Float

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
public expect fun <T> maxOf(a: T, b: T, c: T): T

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T {
    return maxOf(a, maxOf(b, c, comparator), comparator)
}

/**
 * Returns the smaller of two values.
 * If values are equal, returns the first one.
 */
public expect fun <T : Comparable<T>> minOf(a: T, b: T): T

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect inline fun minOf(a: Byte, b: Byte): Byte

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect inline fun minOf(a: Short, b: Short): Short

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect inline fun minOf(a: Int, b: Int): Int

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect inline fun minOf(a: Long, b: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect inline fun minOf(a: Float, b: Float): Float

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return minOf(a, minOf(b, c, comparator), comparator)
}

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fun minOf(a: Long, b: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float): Float

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double): Double

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect fun <T : Comparable<T>> minOf(a: T, b: T, c: T): T

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Byte, b: Byte, c: Byte): Byte

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Short, b: Short, c: Short): Short

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Int, b: Int, c: Int): Int

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long, c: Long): Long

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float, c: Float): Float

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double, c: Double): Double

/**
 * Returns the smaller of three values according to the order specified by the given [comparator].
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {
    return minOf(a, minOf(b, c, comparator), comparator)
}

/**
 * Returns the smaller of two values
 * according to the order specified by the given [comparator].
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) <= 0) a else b
}

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

package kotlin.collections

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

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

/**
 * Returns a [List] containing all key-value pairs.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked
 * on each entry of original map.
 */
@sample samples.collections.Collections.Transformations.mapToList
public inline fun <K, V, R> Map<out K, V>.map(transform: (Map.Entry<K, V>) -> R): List<R> {
    return mapTo(ArrayList<R>(size), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function to each entry in the original map.
 */
@sample samples.collections.Collections.Transformations.mapToList
public inline fun <K, V, R> Map<out K, V>.mapNotNull(transform: (Map.Entry<K, V>) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

*/
R>> Map<out K, V>.mapNotNullTo(destination: C, transform: (Map.Entry<K, V>) -> R?): C {
    \n    for (item in this) {
        \n        if (item.key != null) \n            \n            returns the first entry having the smallest value according to the provided [comparator] or ‘null’ if there are no entries.\n        \n        returns the number of entries matching the given [predicate].\n    \n    returns true if all entries match the given [Predicate].\n    \n    returns the number of entries returning false\n    \n    returns the first entry yielding the largest value of the given function or ‘null’ if there are no entries.\n    \n    returns all entries matching the given [Predicate].\n} \n\npackage

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license/LICENSE.txt file.
*/

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

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

/**
 * Returns `true` if [element] is found in the sequence.
 * The operation is _terminal_.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T): Boolean {
    return indexOf(element) != -1
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this sequence.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Sequence doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this sequence.
 */
public fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
public fun <T> Sequence<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

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

/**
 * Returns first element.
 * @throws NoSuchElementException if the sequence is empty.
 */
public fun <T> Sequence<T>.first(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    return iterator.next()
}

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

/**
 * Returns first index of [element], or -1 if the sequence does not contain such element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {
    var index = 0
    for (item in this) {
        if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if no such element was found.
 */
public inline fun <T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the sequence does not contain such element.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        if (predicate(item))
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns index of the element (0-based).
 * @throws NoSuchElementException if the sequence is empty.
 */
public fun <T> Sequence<T>.indexOfOf(element: T): Int {
    var index = 0
    for (item in this) {
        if (element == item)
            return index
        index++
    }
    throw NoSuchElementException("Sequence is empty.")
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.
 */
public fun <T> Sequence<T>.indexOfOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        if (predicate(item))
            return index
        index++
    }
    throw NoSuchElementException("Sequence contains no element matching the predicate.")
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the sequence does not contain such element.
 */
public fun <T> Sequence<T>.indexOfOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        if (predicate(item))
            lastIndex = index
        index++
    }
    return lastIndex
}
```kotlin
/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the sequence is empty.
 * The operation is _terminal_.
 */
@kotlin.internal.OnlyInputTypes
public fun <T> Sequence<T>.last(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.lastOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns last index of [element], or -1 if the sequence does not contain element.
 * The operation is _terminal_.
 */
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.lastIndexOf(element: T): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns the single element, or throws an exception if the sequence is empty or has more than one element.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.single(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    val single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence has more than one element.")
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) return null
    @Suppress("UNCHECKED_CAST")
    return single as T
}

/**
 * Returns single element, or `null` if the sequence is empty or has more than one element.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.singleOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    val single = iterator.next()
    if (iterator.hasNext())
        return null
    return single
}

/**
 * Returns a sequence containing all elements except first [n] elements.
 * The operation is _intermediate_ and _stateless_.
 * @throws [IllegalArgumentException] if [n] is negative.
 */
public fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.drop(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {
    return DropWhileSequence(this, predicate)
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    return filter(predicate)
}
```

public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, true, predicate)
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, T) -> Boolean): Sequence<T> {
    return TransformingSequence(FilteringSequence(IndexingSequence(this), true, predicate), { it.value })
}

/**
 * Returns a sequence containing all elements not matching the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.filterNot(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, false, predicate)
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.forEachIndexed { index, element ->
    if (predicate(index, element)) destination.add(element)
}

/**
 * Returns a sequence containing all elements that are instances of specified type parameter R.
 * The operation is _intermediate_ and _stateless_.
 */
public inline fun <reified R> Sequence<*>.filterIsInstance(): Sequence<@kotlin.internal.NoInfer R> {
    @Suppress("UNCHECKED_CAST")
    return filterNot { it is R } as Sequence<R>
}

/**
 * Appends all elements that are not `null` to the given [destination].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <C : MutableCollection<in T>, T : Any> Sequence<T?>.filterNotNullTo(destination: C): C {
    for (element in this) if (element != null) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 * The operation is _intermediate_ and _stateless_.
 */
public inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a sequence containing first [n] elements.
 * The operation is _intermediate_ and _stateless_.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> Sequence<T>.take(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> emptySequence()
        this is DropTakeSequence -> this.take(n)
        else -> TakeSequence(this, n)
    }
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return TransformingSequence(SortSequence(toMutableList(), Comparator.comparing { it.value }), { it.value })
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return TransformingSequence(SortSequence(toMutableList(), Comparator.comparing { it.value }), { it.value })
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return TransformingSequence(SortSequence(toMutableList(), Comparator.comparing { it.value }), { it.value })
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
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 */
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    return TransformingSequence(SortSequence(toMutableList(), Comparator.comparing { it.value }), { it.value })
}

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 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return TransformingSequence(SortSequence(toMutableList(), Comparator.comparing { it.value }), { it.value })
}

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 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return TransformingSequence(SortSequence(toMutableList(), Comparator.comparing { it.value }), { it.value })
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return TransformingSequence(SortSequence(toMutableList(), Comparator.comparing { it.value }), { it.value })
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return TransformingSequence(SortSequence(toMutableList(), Comparator.comparing { it.value }), { it.value })
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to their natural sort order.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>> Sequence<T>.sorted(): Sequence<T> {
    return TransformingSequence(SortSequence(toMutableList(), Comparator.comparing { it.value }), { it.value })
}
sorted according to natural sort order of the value returned by specified [selector] function.

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

* The operation is _intermediate_ and _stateful_.

** Sorted by Function **

```kotlin
public inline fun <T, R : Comparable<R>>
    Sequence<T>.sortedBy(crossinline selector: (T) -> R?): Sequence<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a sequence that yields elements of this sequence sorted
descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>>
    Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a sequence that yields elements of this sequence
 * sorted according to the specified [comparator].
 * The sort is _stable_. It means that equal elements
 * preserve their order relative to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T>
    Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}
```

** Map Functions **

```kotlin
/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given sequence.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.associate
 */
public inline fun <T, K, V>
    Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(), transform)
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the
 * specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public inline fun <T, R : Comparable<R>>
    Sequence<T>.sortedBy(crossinline selector: (T) -> R?): Sequence<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the
 * specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public inline fun <T, R : Comparable<R>>
    Sequence<T>.sortedByDescending(crossinline selector: (T) -> R?): Sequence<T> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a sequence that yields elements of this sequence
 * sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>>
    Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a sequence that yields elements of this sequence
 * sorted according to the specified [comparator].
 * The sort is _stable_. It means that equal elements
 * preserve their order relative to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T>
    Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}
```

** Map Transformations **

```kotlin
/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given sequence.
 * The returned map preserves the entry iteration order of the original sequence.
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Transformations.associate
 */
public inline fun <T, K, V>
    Sequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    return associateTo(LinkedHashMap<K, V>(), transform)
}

/**
 * Returns a sequence that yields elements of this sequence
 * sorted according to the specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public inline fun <T, R : Comparable<R>>
    Sequence<T>.sortedBy(crossinline selector: (T) -> R?): Sequence<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a sequence that yields elements of this sequence sorted according to the
 * specified [selector] function.
 * The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public inline fun <T, R : Comparable<R>>
    Sequence<T>.sortedByDescending(crossinline selector: (T) -> R?): Sequence<T> {
    return sortedWith(compareByDescending(selector))
}

/**
 * Returns a sequence that yields elements of this sequence
 * sorted according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative
to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T : Comparable<T>>
    Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())
}

/**
 * Returns a sequence that yields elements of this sequence
 * sorted according to the specified [comparator].
 * The sort is _stable_. It means that equal elements
 * preserve their order relative to each other after sorting.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T>
    Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()
            sortedList.sortWith(comparator)
            return sortedList.iterator()
        }
    }
}
```
V, M : MutableMap\<in K, in V\>>

Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M
{
    for (element in this)
    {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given sequence.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <T, K, V, M : MutableMap\<in K, in V\>>
    Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M
{
    for (element in this)
    {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given sequence.
 * If any two pairs would have the same key the last one gets added to the map.
 */
public inline fun <T, K, V, M : MutableMap\<in K, in V\>>
    Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M
{
    for (element in this)
    {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given sequence.
 * Where keys are the element itself and values are provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 */
public inline fun <T, K, V> Sequence<T>.associateWith(valueSelector: (T) -> Pair<K, V>): Map<K, V>
{
    val result = LinkedHashMap<K, V>()
    return associateWithTo(result, valueSelector)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs for each element of the given sequence.
 * Where keys are the element itself and values are provided by the [valueSelector] function applied to that key.
 * If any two elements are equal, the last one overwrites the former value in the map.
 */
public inline fun <T, K, V, M : MutableMap\<in K, in V\>>
    Sequence<T>.associateWithTo(destination: M, valueSelector: (T) -> V): M
{
    for (element in this)
    {
        destination.put(element, valueSelector(element))
    }
    return destination
}

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

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

/**
 * Returns a [List] containing all elements.
 */
public fun <T> Sequence<T>.toList(): List<T>
{
    return this.toMutableList().optimizeReadOnlyList()
}

/**
 * Returns a [MutableList] filled with all elements of this sequence.
 */
public fun <T> Sequence<T>.toMutableList(): MutableList<T>
{
    return toCollection(ArrayList<T>())
}

/**
 * Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.
 */
public fun <T, R> Sequence<T>.flatMap(transform: (T) -> Sequence<R>): Sequence<R>
{
    return FlatteningSequence(this, transform, { it.iterator() })
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <T, R, C> Sequence<T>.groupBy(keySelector: (T) -> R>: Map<R, List<T>>
{
    return groupByTo(LinkedHashMap<R, MutableList<T>>(), keySelector)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original sequence by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
 */
public inline fun <T, K, V, M : MutableMap\<in K, in V\>>
    Sequence<T>.groupByBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<T>>
{
    return return groupByByTo(LinkedHashMap<K, MutableList<T>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original sequence by the key returned by the given [keySelector] function applied to the
element
* and returns a map where each group key is associated with a list of corresponding values.
* The returned map preserves the entry iteration order of the keys produced from the original sequence.
* The operation is _terminal_, *\n* @sample

```
Open Source Used In DCNM 12 12.0(2) 3750
```

samples.Collections.Collections.Transformations/groupByKeysAndValues
*/
public inline fun <T, K, V> Sequence<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function *\n* applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
* The operation is _terminal_, *\n* @return The [destination] map
 */
public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Sequence<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations
* using the specified [keySelector] function to extract a key from each element.
* The operation is _intermediate_ and _stateless_, *\n* @sample

```
samples.Collections.Collections.Transformations/groupingByEachCount
*/
@SinceKotlin("1.1")
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each element in the
* original sequence.
* The operation is _intermediate_ and _stateless_, *\n* @sample

```
samples.Collections.Collections.Transformations/map
*/
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return TransformingSequence(this, transform)
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each element and its index in the original sequence.
* @param [transform] function that takes the index of an element and the element itself *\n* and returns the result of the transform applied to the element.
* The operation is _intermediate_ and _stateless_, *\n* @sample

```
samples.Collections.Collections.Transformations/mapIndexed
*/
public fun <T, R> Sequence<T>.mapIndexed(transform: (index: Int, T) -> R): Sequence<R> {
    return TransformingIndexedSequence(this, transform).filterNotNull()
}

/**
 * Applies the given [transform] function to each element and its index in the original sequence *\n* and appends only the non-null results to the given [destination].
* The operation is _intermediate_ and _stateless_, *\n
```
Open Source Used In DCNM 12 12.0(2) 3750
```
The operation is _terminal_.

```kotlin
public inline fun <T, R, C :MutableCollection<R>> Sequence<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}
```

The operation is _intermediate_ and _stateless_.

```kotlin
/**
 * Returns a sequence containing only the non-null results of applying the given [transform] function to each element in the original sequence
 * and appends only the non-null results to the given [destination].
 * The operation is _terminal_.
 */
public inline fun <T, R : Any, C : MutableCollection<R>> Sequence<T>.mapNullTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}
```

The operation is _intermediate_ and _stateless_.

```kotlin
/**
 * Returns a sequence containing only distinct elements from the given sequence.
 * The elements in the resulting sequence are in the same order as they were in the source sequence.
 * The operation is _intermediate_ and _stateful_.
 */
public fun <T> Sequence<T>.distinct(): Sequence<T> {
    return this.distinctBy { it }
}
```

The operation is _intermediate_ and _stateless_.

```kotlin
/**
 * Returns a mutable set containing all distinct elements from the given sequence.
 * The returned set preserves the element iteration order of the original sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {
    val set = LinkedHashSet<T>()
    for (item in this)
        set.add(item)
    return set
}
```

The operation is _intermediate_.

```kotlin
/**
 * Returns `true` if all elements match the given [predicate].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this)
        if (!predicate(element)) return false
    return true
}
```

The operation is _intermediate_.

```kotlin
/**
 * Returns the number of elements in this sequence.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.count(): Int {
    var count = 0
    for (element in this)
        checkCountOverflow(++count)
    return count
}
```

The operation is _intermediate_.

```kotlin
/**
 * Returns the number of elements matching the given [predicate].
 * The operation is _terminal_.
 * @sample samples.collections.Collections.Aggregates.any
 */
public inline fun <T> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this)
        if (predicate(element)) return true
    return false
}
```

The operation is _intermediate_.

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * The operation is _terminal_.
 */
public inline fun <T, R> Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
```

The operation is _intermediate_.

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * The operation is _terminal_.
 */
public inline fun <T, R> Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
```

The operation is _intermediate_.

```kotlin
/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * The operation is _terminal_.
 */
public inline fun <T, R> Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
```
with its index in the original sequence.

* @param [operation] function that takes the index of an element, current
accumulator value\n * and the element itself, and calculates the next accumulator value.\n * The operation is _terminal_\n *./

 refunds the given [action] on each element.\n * The operation is _terminal_\n *./

 refunds the given [action] on each element, providing sequential index with the element.\n * @param [action] function that
takes the index of an element and the element itself\n * and performs the desired action on the element.\n * The operation is _terminal_\n *./

 refunds the largest element or `null` if there are no elements.\n * If any of elements is `NaN` returns `NaN`.\n * The operation is _terminal_\n *./

 refunds the smallest element or `null` if there are no elements.\n * If any of elements is `NaN` returns `NaN`.\n * The operation is _terminal_\n *./

 refunds the first element yielding the smallest value of the given function or `null` if there are no elements.\n * The operation is _terminal_\n *./

 samples.collections.Collections.Aggregates.maxBy\n *./

 refunds the first element yielding the smallest value according to the provided [comparator] or `null` if there are no elements.\n * The operation is _terminal_\n *./

 refunds the first element yielding the smallest value of the given function or `null` if there are no elements.\n * The operation is _terminal_\n *./

 refunds the smallest element or `null` if there are no elements.\n * If any of elements is `NaN` returns `NaN`.\n * The operation is _terminal_\n *./

 refunds the smallest element or `null` if there are no elements.\n * If any of elements is `NaN` returns `NaN`.\n * The operation is _terminal_\n *./

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 refunds the smallest element or `null` if there are no elements.\n * If any of elements is `NaN` returns `NaN`.\n * The operation is _terminal_\n *./

 refunds the smallest element or `null` if there are no elements.\n * If any of elements is `NaN` returns `NaN`.\n * The operation is _terminal_\n * ./

 samples.Collections.Collections.Aggregates.minBy\n *./

 refunds the first element yielding the largest value of the given function or `null` if there are no elements.\n * The operation is _terminal_\n *./

 refunds the first element yielding the largest value of the given function or `null` if there are no elements.\n * The operation is _terminal_\n *./

 refunds the first element yielding the largest value of the given function or `null` if there are no elements.\n * The operation is _terminal_\n *./

 refunds the first element yielding the largest value of the given function or `null` if there are no elements.\n * The operation is _terminal_\n *./

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 samples.Collections.Collections.Aggregates.minBy\n *./

 refunds the first element yielding the largest value of the given function or `null` if there are no elements.\n * The operation is _terminal_\n *./

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 refunds the first element yielding the largest value of the given function or `null` if there are no elements.\n * The operation is _terminal_\n * ./

 samples.Collections.Collections.Aggregates.minBy\n *./

 refunds the first element yielding the largest value of the given function or `null` if there are no elements.\n * The operation is _terminal_\n *./

 refunds the first element yielding the largest value of the given function or `null` if there are no elements.\n * The operation is _terminal_\n *./

 refunds the first element yielding the largest value of the given function or `null` if there are no elements.\n * The operation is _terminal_\n * ./

 samples.Collections.Collections.Aggregates.minBy\n *./
samples.collections.Collections.Aggregates.minBy
/\public inline fun <T, R : Comparable<R>>
Sequence<T>.minBy(selector: (T) -> R): T? {\n    val iterator = iterator()\n    if (iterator.hasNext()) return null\n    var minElem = iterator.next()\n    while (iterator.hasNext())\n        if (minValue > v) {\n            minValue = v\n            minElem = e\n        }\n    return minElem\n}\n
Returns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.\n
The operation is _terminal_. \n *\n
@sample samples.collections.Collections.Aggregates.minBy
samples.Collections.Aggregates.minBy
Sequence<T>.minBy(): T? {\n    val iterator = iterator()\n    if (iterator.hasNext()) return null\n    var min = iterator.next()\n    while (iterator.hasNext())\n        if (minValue > e) {\n            minValue = e\n            min = e\n        }\n    return min\n}\n
Returns 'true' if no elements match the given [predicate].\n
The operation is _terminal_. \n *\n
@sample samples.collections.Collections.Aggregates.minBy
Sequence<T>.minBy(): T? {\n    val iterator = iterator()\n    if (iterator.hasNext()) return null\n    var min = iterator.next()\n    while (iterator.hasNext())\n        if (minValue > e) {\n            minValue = e\n            min = e\n        }\n    return min\n}\n
Returns `true` if no elements match the given [predicate] in all elements.\n
The operation is _terminal_. \n *\n
@sample samples.collections.Collections.Aggregates.minBy
Sequence<T>.minBy(): T? {\n    val iterator = iterator()\n    if (iterator.hasNext()) return null\n    var min = iterator.next()\n    while (iterator.hasNext())\n        if (minValue > e) {\n            minValue = e\n            min = e\n        }\n    return min\n}\n
Returns 'true' if no elements match the given [predicate] in all elements.\n
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Returns 'true' if no elements match the given [predicate] in all elements.\n
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Returns 'true' if no elements match the given [predicate] in all elements.\n
The operation is _terminal_. \n *\n
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Returns 'true' if no elements match the given [predicate] in all elements.\n
The operation is _terminal_. \n *\n
@sample samples.collections.Collections.Aggregates.minBy
Sequence<T>.minBy(): T? {\n    val iterator = iterator()\n    if (iterator.hasNext()) return null\n    var min = iterator.next()\n    while (iterator.hasNext())\n        if (minValue > e) {\n            minValue = e\n            min = e\n        }\n    return min\n}\n
Returns 'true' if no elements match the given [predicate] in all elements.\n
The operation is _terminal_. \n *\n
@sample samples.collections.Collections.Aggregates.minBy
Sequence<T>.minBy(): T? {\n    val iterator = iterator()\n    if (iterator.hasNext()) return null\n    var min = iterator.next()\n    while (iterator.hasNext())\n        if (minValue > e) {\n            minValue = e\n            min = e\n        }\n    return min\n}\n
Returns 'true' if no elements match the given [predicate] in all elements.\n
The operation is _terminal_. \n *\n
@sample samples.collections.Collections.Aggregates.minBy
Sequence<T>.minBy(): T? {\n    val iterator = iterator()\n    if (iterator.hasNext()) return null\n    var min = iterator.next()\n    while (iterator.hasNext())\n        if (minValue > e) {\n            minValue = e\n            min = e\n        }\n    return min\n}\n
Returns 'true' if no elements match the given [predicate] in all elements.\n
The operation is _terminal_. \n *\n
@sample samples.collections.Collections.Aggregates.minBy
Sequence<T>.minBy(): T? {\n    val iterator = iterator()\n    if (iterator.hasNext()) return null\n    var min = iterator.next()\n    while (iterator.hasNext())\n        if (minValue > e) {\n            minValue = e\n            min = e\n        }\n    return min\n}
(element in this@scan) {\n    accumulator = operation(accumulator, element)\n    yield(accumulator)\n}\n    }\n}\n\n/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original sequence and current accumulator value that starts with [initial] value.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * The [initial] value should also be immutable (or should not be mutated)\n * as it may be passed to [operation] function later because of sequence’s lazy nature.\n *\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample samples.collections.Collections.Aggregates.scan\n*/\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun <T, R> Sequence<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): Sequence<R> {\n    var index = 0\n    var accumulator = initial\n    for (element in this@scanIndexed) {\n        accumulator = operation(checkIndexOverflow(index++), accumulator, element)\n        yield(accumulator)\n    }\n}\n\n/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right\n * to each element and current accumulator value that starts with the first element of this sequence.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * The operation is _intermediate_ and _stateless_.\n *\n * @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample samples.collections.Collections.Aggregates.scanReduce\n*/\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun <S, T : S> Sequence<T>.scanReduce(operation: (acc: S, T) -> S): Sequence<S> {\n    val iterator = iterator()\n    if (iterator.hasNext()) {\n        var accumulator: S = iterator.next()\n        yield(accumulator)\n        var index = 1\n        while (iterator.hasNext()) {\n            accumulator = operation(accumulator, iterator.next())\n            yield(accumulator)\n        }\n    }\n}\n\n/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right\n * to each element, its index in the original sequence and current accumulator value that starts with the first element of this sequence.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting sequence.\n * The operation is _intermediate_ and _stateless_.\n *\n * @param [operation] function that takes the index of an element, current accumulator value\n * and the element itself, and calculates the next accumulator value.\n * The operation is _intermediate_ and _stateless_.\n *\n * @sample samples.collections.Collections.Aggregates.scanReduceIndexed\n*/\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic fun <S, T : S> Sequence<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): Sequence<S> {\n    val iterator = iterator()\n    if (iterator.hasNext()) {\n        var accumulator: S = iterator.next()\n        yield(accumulator)\n        var index = 1\n        while (iterator.hasNext()) {\n            accumulator = operation(checkIndexOverflow(index++), accumulator, iterator.next())\n            yield(accumulator)\n        }\n    }\n}\n\n/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.sumBy(selector: (T) -> Int): Int {\n    var sum: Int = 0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**
 * Returns the sum of all values produced by [selector] function applied to each element in the sequence.\n * The operation is _terminal_.\n */\npublic inline fun <T> Sequence<T>.sumByDouble(selector: (T) -> Double): Double {\n    var sum: Double = 0.0\n    for (element in this) {\n        sum += selector(element)\n    }\n    return sum\n}\n\n/**
 * Returns an original collection containing all the non-null elements, throwing an [IllegalArgumentException] if there are any null elements.\n * The operation is _intermediate_ and _stateless_.\n */\npublic fun <T : Any> Sequence<T?>.requireNoNulls(): Sequence<T> {\n    var sum = 0\n    for (element in this) {\n        if (element == null) {\n            throw IllegalArgumentException("null element found in $this.")\n        }\n    }\n    return sum\n}\n\n/**
 * Splits this sequence into a sequence of lists each not exceeding the given [size].\n * The last list in the resulting sequence may have less elements than the given [size].\n * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.\n * The operation is _intermediate_ and
```kotlin
/**
 * Splits this sequence into several lists each not exceeding the given [size] and applies the given [transform] function to each.
 * The operation is _intermediate_ and _stateful_. Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.
 * You should not store it or allow it to escape in any way, unless you made a snapshot of it.
 * The last list may have less elements than the given [size].
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.
 * @param transform function to apply to each list.
 * @return sequence of results of the [transform] applied to each list.
 */
public fun <T> Sequence<T>.chunked(size: Int): Sequence<List<T>> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this sequence into several lists each not exceeding the given [size] and applies the given [transform] function to each.
 * The operation is _intermediate_ and _stateful_.
 * @param size the number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.
 * @param transform function to apply to each list.
 * @return sequence of results of the [transform] applied to each list.
 */
public fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.minus(element: T): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            var removed = false
            return this@minus.filter { if (!removed && it == element) {
                removed = true; false
            } else true }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.
 * The elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 * @param elements array being subtracted.
 * @return sequence of results of the [minus] operation.
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty()) return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] collection.
 * The elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 * @param elements collection being subtracted.
 * @return sequence of results of the [minus] operation.
 */
public operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.
 * The elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 * @param elements sequence being subtracted.
 * @return sequence of results of the [minus] operation.
 */
public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.minusElement(element: T): Sequence<T> {
    return minus(element)
}

/**
 * Splits the original sequence into pair of lists, where the first list contains elements for which [predicate] yielded `true`.
 * The original sequence is consumed.
 * @param predicate function to test each element.
 * @return sequence of results of the [split] operation.
 */
public fun <T> Sequence<T>.split(predicate: (T) -> Boolean): Pair<Sequence<T>, Sequence<T>> {
    var trueSeq = this
    var falseSeq = this
    for (item in this)
        if (predicate(item))
            trueSeq = trueSeq.filter { it == item }
        else
            falseSeq = falseSeq.filter { it == item }
    return Pair(trueSeq, falseSeq)
}
```
while *second* list contains elements for which [predicate] yielded `false`

* The operation is _terminal_

*public inline fun <T> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

* The operation is _intermediate_ and _stateless_

*public operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {
    return sequenceOf(this, sequenceOf(element)).flatten().
}

* The operation is _intermediate_ and _stateless_

*public operator fun <T> Sequence<T>.plus(elements: Array<out T>): Sequence<T> {
    return this.plus(elements.asList())
}

* The operation is _intermediate_ and _stateless_

*public operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {
    return sequenceOf(this, elements.asSequence()).flatten().
}

* The operation is _intermediate_ and _stateless_

*public operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {
    return sequenceOf(this, elements).
}

* The operation is _intermediate_ and _stateless_

* Since Kotlin("1.2")

    return windowedSequence(size, step, partialWindows, reuseBuffer = false).
}

* The operation is _intermediate_ and _stateless_

* Since Kotlin("1.2")

*public fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {
    return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform).
}
The operation is _intermediate_ and _stateless_.

@sample samples.collections.Sequences.Transformations.zip
*/
public infix fun <T, R> Sequence<T>.zip(other: Sequence<R>): Sequence<Pair<T, R>> {
    return MergingSequence(this, other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index
 * using the provided [transform] function applied to each pair of elements.

 * The operation is _intermediate_ and _stateless_.

 * @sample samples.collections.Sequences.Transformations.zipWithTransform
 */
public fun <T, R, V> Sequence<T>.zip(other: Sequence<R>, transform: (a: T, b: R) -> V): Sequence<V> {
    return MergingSequence(this, other, transform)
}

/**
 * Returns a sequence of pairs of each two adjacent elements in this sequence.

 * The operation is _intermediate_ and _stateless_.

 * @sample samples.collections.Collections.Transformations.zipWithNext
 */
@SinceKotlin("1.2")
public fun <T> Sequence<T>.zipWithNext(): Sequence<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each pair of two adjacent elements in this sequence.

 * The operation is _intermediate_ and _stateless_.

 * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas
 */
@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.zipWithNext(transform: (a: T, b: T) -> R): Sequence<R> {
    return sequence {
        val iterator = iterator()
        if (!iterator.hasNext()) return
        var current = iterator.next()
        while (iterator.hasNext()) {
            val next = iterator.next()
            yield(transform(current, next))
            current = next
        }
    }
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.

 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").

 * The operation is _terminal_.

 * @sample samples.collections.Collections.Transformations.joinTo
 */
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates an instance that wraps the original sequence returning its elements when being iterated.

 * The operation is _terminal_.

 */
public fun <T> Sequence<T>.asIterable(): Iterable<T> {
    return Iterable { this.iterator() }
}

/**
 * Returns this sequence as a Sequence.

 */
@kotlin.internal.InlineOnly
public inline fun <T> Sequence<T>.asSequence(): Sequence<T> {
    return this
}

/**
 * Returns an average value of elements in the sequence.

 * The operation is _terminal_.

 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.

 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns this sequence as a Sequence.

 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Sequence<Byte>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns this sequence as a Sequence.

 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Sequence<Short>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
    }
    return if (count == 0) Double.NaN else sum / count
}
fun average(sequence: Sequence<Float>): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in sequence) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

fun average(sequence: Sequence<Double>): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in sequence) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

fun average(sequence: Sequence<Int>): Double {
    var sum: Int = 0
    for (element in sequence) {
        sum += element
    }
    return sum
}

fun average(sequence: Sequence<Long>): Long {
    var sum: Long = 0L
    for (element in sequence) {
        sum += element
    }
    return sum
}

fun average(sequence: Sequence<Float>): Float {
    var sum: Float = 0.0f
    for (element in sequence) {
        sum += element
    }
    return sum
}

fun average(sequence: Sequence<Double>): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in sequence) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}
The returned set preserves the element iteration order of the original set. *The elements collection may be converted to a HashSet to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.*

```kotlin
public operator fun <T> Set<T>.minus(elements: Iterable<T>): Set<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    if (other.isEmpty())
        return this.toSet()
    if (other is Set)
        return this.filterNotTo(LinkedHashSet<T>(this)) { it in other }
    val result = LinkedHashSet<T>(this)
    result.addAll(other)
    return result
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given [elements] sequence.
 * The returned set preserves the element iteration order of the original set.
 * The [elements] sequence may be converted to a HashSet to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Set<T>.minus(elements: Sequence<T>): Set<T> {
    val result = LinkedHashSet<T>(mapCapacity(size + 1))
    result.addAll(this)
    result.addAll(elements)
    return result
}
```

Source: `StringsKt.kt` in the `kotlin` package.
CharSequence.elementAtOrNull(index: Int): Char? { return this.getOrNull(index) }  

/**
 * Returns the first character matching the given [predicate], or `null` if no such character was found.
 */  

@kotlin.internal.InlineOnly
public inline fun CharSequence.find(predicate: (Char) -> Boolean): Char? { return firstOrNull(predicate) }  

/**
 * Returns the last character matching the given [predicate], or `null` if no such character was found.
 */  

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

/**
 * Returns the first character.
 * @throws [NoSuchElementException] if the char sequence is empty.
 */  

public fun CharSequence.first(): Char { if (isEmpty()) throw NoSuchElementException("Char sequence is empty."); return this[0] }  

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

public inline fun CharSequence.first(predicate: (Char) -> Boolean): Char { for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Char sequence contains no character matching the predicate.") }  

public fun CharSequence.firstOrNull(): Char? { return if (isEmpty()) null else this[0] }  

/**
 * Returns the first character matching the given [predicate], or `null` if the char sequence is empty.
 */  

@kotlin.internal.InlineOnly
public inline fun CharSequence.firstOrNull(predicate: (Char) -> Boolean): Char? { for (element in this) if (predicate(element)) return element
    return null }  

/**
 * Returns a character at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this char sequence.
 */  

@kotlin.internal.InlineOnly
public inline fun CharSequence.getOrElse(index: Int, defaultValue: (Int) -> Char): Char { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index) }  

/**
 * Returns a character at the given [index] or `null` if the [index] is out of bounds of this char sequence.
 */  

public fun CharSequence.getOrNull(index: Int): Char? { return if (index >= 0 && index <= lastIndex) get(index) else null }  

/**
 * Returns index of the first character matching the given [predicate], or -1 if the char sequence does not contain such character.
 */  

@kotlin.internal.InlineOnly
public inline fun CharSequence.indexOfFirst(predicate: (Char) -> Boolean): Int { for (index in indices) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1 }  

/**
 * Returns index of the last character matching the given [predicate], or -1 if the char sequence does not contain such character.
 */  

@kotlin.internal.InlineOnly
public inline fun CharSequence.indexOfLast(predicate: (Char) -> Boolean): Int { for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1 }  

/**
 * Returns the last character.
 * @throws [NoSuchElementException] if the char sequence is empty.
 */  

public fun CharSequence.last(): Char { if (isEmpty()) throw NoSuchElementException("Char sequence is empty."); return this[lastIndex] }  

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

public inline fun CharSequence.last(predicate: (Char) -> Boolean): Char { for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Char sequence contains no character matching the predicate.") }  

public fun CharSequence.lastOrNull(): Char? { return if (isEmpty()) null else this[length - 1] }  

/**
 * Returns the last character matching the given [predicate], or `null` if no such character was found.
 */  

@kotlin.internal.InlineOnly
public inline fun CharSequence.lastOrNull(predicate: (Char) -> Boolean): Char? { for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null }  

/**
 * Returns a random character from this char sequence.
 * @throws [NoSuchElementException] if this char sequence is empty.
 */  

@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharSequence.random(): Char { return random(Random) }  

/**
 * Returns a random character from this char sequence using the specified source of randomness.
 * @throws [NoSuchElementException] if this char sequence is empty.
 */  

@SinceKotlin("1.3")
public fun CharSequence.random(random: Random): Char { return get(random.nextInt(length)) }  

/**
 * Returns a random character from this char sequence, or `null` if this char sequence is empty.
 */  

@ExperimentalStdlibApi
@SinceKotlin("1.3")  

public inline fun CharSequence.randomOrNull(): Char? { return randomOrNull(Random) }  

/**
 * Returns a random character from this char sequence, or `null` if this char sequence is empty.
 */  

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun CharSequence.randomOrNull(): Char? { return randomOrNull(Random) }  

Open Source Used In DCNM 12.12.0(2) 3760
character from this char sequence using the specified source of randomness, or `null` if this char sequence is empty.

```kotlin
public fun CharSequence.randomOrNull(random: Random): Char?
    if (isEmpty())
        return null
    return get(random.nextInt(length))
```

**Since Kotlin ("1.3")**

@ExperimentalStdlibApi
public fun CharSequence.randomOrNull(random: Random): Char?
    if (isEmpty())
        return null
    return get(random.nextInt(length))

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharSequence.randomOrNull(random: Random): Char?
    if (isEmpty())
        return null
    return get(random.nextInt(length))

```

The single character matching the given [predicate], or throws exception if there is no or more than one matching character.

```kotlin
public fun CharSequence.single(): Char
    return when (length) {
        0 -> throw NoSuchElementException("Char sequence is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Char sequence contains more than one element.")
    }
```

```
public fun CharSequence.single(): Char
    return when (length) {
        0 -> throw NoSuchElementException("Char sequence is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Char sequence contains more than one element.")
    }
```

```
public inline fun CharSequence.single(predicate: (Char) -> Boolean): Char
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Char sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Char sequence contains no matching character with the predicate.")
    return single
```

```
public inline fun CharSequence.single(predicate: (Char) -> Boolean): Char
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Char sequence contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Char sequence contains no matching character with the predicate.")
    return single
```

```
public fun drop(n: Int): CharSequence
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(n.coerceAtMost(length), length)
```

```
public fun drop(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(n.coerceAtMost(length))
```

```
public fun dropLast(n: Int): CharSequence
    require(n >= 0) { "Requested character count $n is less than zero." }
    return take((length - n).coerceAtLeast(0))
```

```
public fun dropLast(n: Int): String
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring((length - n).coerceAtLeast(0))
```

```
public inline fun dropLastWhile(predicate: (Char) -> Boolean): CharSequence
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return subSequence(0, index + 1)
    return ""
```

```
public inline fun dropLastWhile(predicate: (Char) -> Boolean): String
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return substring(0, index + 1)
    return ""
```

```
public fun filter(predicate: (Char) -> Boolean): CharSequence
    for (index in this.indices)
        if (!predicate(this[index]))
            return subSequence(index, length)
    return ""
```

```
public inline fun filter(predicate: (Char) -> Boolean): String
    for (index in this.indices)
        if (!predicate(this[index]))
            return substring(index)
    return ""
```

Open Source Used In DCNM 12 12.0(2) 3761
public inline fun String.filter(predicate: (Char) -> Boolean): String {
    return filterTo(StringBuilder(), predicate).toString()
}

/**
 * Returns a string containing only those characters from the original string that match the given [predicate].
 * @param [predicate] function that takes the index of a character and the character itself and returns the result of predicate evaluation on the character.
 */
public inline fun String.filterNot(predicate: (Char) -> Boolean): String {
    return filterNotTo(StringBuilder(), predicate).toString()
}

/**
 * Appends all characters matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of a character and the character itself and returns the result of predicate evaluation on the character.
 */
public inline fun String.slice(indices: IntRange): String {
    require(indices.isEmpty()) { "Requested character count $n is less than zero." }
    return substring(indices)
}

/**
 * Returns a string containing characters of the original string at specified range of [indices].
 * @param [indices] range of indices
 */
@kotlin.internal.InlineOnly
public inline fun String.slice(indices: Iterable<Int>): String {
    return (this as CharSequence).slice(indices).toString()
}

/**
 * Returns a subsequence of this string containing the first [n] characters from this string, or the entire string if this string is shorter.
 * @param [n] maximum number of characters
 */
public fun String.take(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return substring(0, n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 * @param [n] maximum number of characters
 */
public fun CharSequence.take(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(0, n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 * @param [n] maximum number of characters
 */
public fun CharSequence.slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return"
    return subSequence(indices)
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 * @param [n] maximum number of characters
 */
public fun CharSequence.slice(indices: Iterable<Int>): CharSequence {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return"
    val result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result
}

/**
 * Returns a subsequence of this string containing the first [n] characters from this string, or the entire string if this string is shorter.
 * @param [n] maximum number of characters
 */
public fun CharSequence.take(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    return subSequence(0, n.coerceAtMost(length))
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 * @param [n] maximum number of characters
 */
public fun CharSequence.slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return"
    return subSequence(indices)
}

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 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 * @param [n] maximum number of characters
 */
public fun CharSequence.slice(indices: Iterable<Int>): CharSequence {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return"
    val result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result
}

/**
 * Returns a subsequence of this string containing the first [n] characters from this string, or the entire string if this string is shorter.
 * @param [n] maximum number of characters
 */
public fun String.slice(indices: IntRange): String {
    require(indices.isEmpty()) { "Requested character count $n is less than zero." }
    return substring(indices)
}

/**
 * Returns a subsequence of this string containing the first [n] characters from this string, or the entire string if this string is shorter.
 * @param [n] maximum number of characters
 */
public fun String.slice(indices: Iterable<Int>): String {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return"
    val result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result
}

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 * @param [n] maximum number of characters
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public fun CharSequence.slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return"
    return subSequence(indices)
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 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 * @param [n] maximum number of characters
 */
public fun CharSequence.slice(indices: Iterable<Int>): CharSequence {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return"
    val result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result
}

/**
 * Returns a subsequence of this string containing the first [n] characters from this string, or the entire string if this string is shorter.
 * @param [n] maximum number of characters
 */
public fun String.slice(indices: IntRange): String {
    require(indices.isEmpty()) { "Requested character count $n is less than zero." }
    return substring(indices)
}

/**
 * Returns a subsequence of this string containing the first [n] characters from this string, or the entire string if this string is shorter.
 * @param [n] maximum number of characters
 */
public fun String.slice(indices: Iterable<Int>): String {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return"
    val result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 * @param [n] maximum number of characters
 */
public fun CharSequence.slice(indices: IntRange): CharSequence {
    if (indices.isEmpty()) return"
    return subSequence(indices)
}

/**
 * Returns a subsequence of this char sequence containing the first [n] characters from this char sequence, or the entire char sequence if this char sequence is shorter.
 * @param [n] maximum number of characters
 */
public fun CharSequence.slice(indices: Iterable<Int>): CharSequence {
    val size = indices.collectionSizeOrDefault(10)
    if (size == 0) return"
    val result = StringBuilder(size)
    for (i in indices) {
        result.append(get(i))
    }
    return result
}
CharSequence.takeLast(n: Int): CharSequence {
    require(n >= 0) { "Requested character count $n is less than zero." }
    val length = length
    return subSequence(length - n.coerceAtMost(length), length)
}

/**
 * Returns a string containing the last [n] characters from this string, or the entire string if this string is shorter.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.text.Strings.take
 */
public fun CharSequence.takeLast(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    val length = length
    return substring(length - n.coerceAtMost(length), length)
}

/**
 * Returns a subsequence of this char sequence containing last characters that satisfy the given [predicate].
 * @sample samples.text.Strings.take
 */
public inline fun CharSequence.takeLastWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return subSequence(index + 1, length)
        }
    }
    return subSequence(0, length)
}

/**
 * Returns a string containing last characters that satisfy the given [predicate].
 * @sample samples.text.Strings.take
 */
public inline fun String.takeLast(n: Int): String {
    require(n >= 0) { "Requested character count $n is less than zero." }
    val length = length
    return substring(index + 1)
}

/**
 * Returns a subsequence of this char sequence containing first characters that satisfy the given [predicate].
 * @sample samples.text.Strings.take
 */
public inline fun CharSequence.takeWhile(predicate: (Char) -> Boolean): CharSequence {
    for (index in 0 until length)
        if (!predicate(get(index))) {
            return subSequence(0, index)
        }
    return subSequence(0, length)
}

/**
 * Returns a string containing first characters that satisfy the given [predicate].
 * @sample samples.text.Strings.take
 */
public inline fun String.takeWhile(predicate: (Char) -> Boolean): String {
    for (index in 0 until length)
        if (!predicate(get(index))) {
            return substring(0, index)
        }
    return this
}

/**
 * Returns a char sequence with characters in reversed order.
 */
public fun CharSequence.reversed(): CharSequence {
    return StringBuilder(this).reverse()
}

/**
 * Returns a string with characters in reversed order.
 */
@kotlin.internal.InlineOnly
public inline fun String.reversed(): String {
    return (this as CharSequence).reversed().toString()
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to characters of the given char sequence.
 * If any of two pairs would have the same key the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original char sequence.
 * @sample samples.text.Strings.associate
 */
public inline fun <K, V> CharSequence.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to characters of the given char sequence.
 * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original char sequence.
 * @sample samples.text.Strings.associateByWithValueTransform
 */
public inline fun <K, V> CharSequence.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs,
 * where key is provided by the [keySelector] function applied to each character of the given char sequence indexed by
 * [keySelector] function applied to each character.
 * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original char sequence.
 * @sample samples.text.Strings.associateByTo
 */
public inline fun <K, M : MutableMap<in K, in Char>> CharSequence.associateByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        destination.put(keySelector(element), element)
    }
    return destination
}

/**
 * Returns a mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each character of the given char sequence.
 * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original char sequence.
 * @sample samples.text.Strings.associateByWithKeyTransform
 */
public inline fun <K, V> CharSequence.associateByWithKeyTransform(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Returns a mutable map with key-value pairs, where key is provided by the [keySelector] function applied to each character of the given char sequence.
 * If any two characters would have the same key returned by [keySelector] the last one gets added to the map.
 * The returned map preserves the entry iteration order of the original char sequence.
 * @sample samples.text.Strings.associateByWithValueTransform
 */
public inline fun <K, V> CharSequence.associateByWithValueTransform(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(length).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
* Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to characters of the given char sequence.

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

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

* The returned map preserves the entry iteration order of the original char sequence.

```kotlin
public inline fun <V> CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> {
    val result = LinkedHashMap<Char, V>(mapCapacity(length).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}
```

* The returned map preserves the entry iteration order of the original char sequence.

```kotlin
public fun <C : MutableCollection<in Char>> CharSequence.toCollection(destination: C): C {
    for (item in this) {
        destination.add(item)
    }
    return destination
}
```

```kotlin
public fun CharSequence.toHashSet(): HashSet<Char> {
    return toCollection(HashSet<Char>(mapCapacity(length)))
}
```

```kotlin
public fun CharSequence.toList(): List<Char> {
    return when (length) {
        0 -> emptyList()
        1 -> listOf(this[0])
        else -> this.toMutableList()
    }
}
```

```kotlin
public fun CharSequence.toMutableList(): MutableList<Char> {
    return toCollection(ArrayList<Char>(length))
}
```

```kotlin
public fun CharSequence.toSet(): Set<Char> {
    return when (length) {
        0 -> emptySet()
        1 -> setOf(this[0])
        else -> toCollection(LinkedHashSet<Char>(mapCapacity(length)))
    }
}
```

```kotlin
public inline fun <R> CharSequence.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform())
}
```

```kotlin
return groupBy(keySelector: (Char) -> K): Map<K, List<Char>>
```
Groups characters of the original char sequence by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding characters.

```
CharSequence.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>>{
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

Groups values returned by the [valueTransform] function applied to each character of the original char sequence by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding values.

```
CharSequence.groupByTo(destination: M<in K, MutableList<Char>>, keySelector: (Char) -> K, valueTransform: (Char) -> V): M<in K, MutableList<V>>{
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key, ArrayList<Char>())
        list.add(element)
    }
    return destination
}
```

Groups values returned by the [valueTransform] function applied to each character of the original char sequence by the key returned by the given [keySelector] function applied to the char sequence and puts to the [destination] map each group key associated with a list of corresponding values.

```
CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K>{
    return object : Grouping<Char, K> {
        override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
        override fun keyOf(element: Char): K = keySelector(element)
    }
}
```

Applies the given [transform] function to each character and its index in the original char sequence and appends only the non-null results to the given [destination].

```
CharSequence.mapIndexedNotNullTo(destination: C<in R>, transform: (index: Int, Char) -> R?): C<in R>{
    var index = 0
    for (item in this) {
        transform(index++, item)
    }
    return destination
}
```

Applies the given [transform] function to each character and its index in the original char sequence and appends only the non-null results to the given [destination].

```
CharSequence.mapIndexedNotNullTo(destination: C<in R>, transform: (index: Int, Char) -> R?): C<in R>{
    var index = 0
    for (item in this) {
        transform(index++, item)
    }
    return destination
}
```

```
CharSequence.groupByTo(destination: M<in K, MutableList<Char>>, keySelector: (Char) -> K, valueTransform: (Char) -> V): M<in K, MutableList<V>>{
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key, ArrayList<Char>())
        list.add(element)
    }
    return destination
}
```

```
CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K>{
    return object : Grouping<Char, K> {
        override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
        override fun keyOf(element: Char): K = keySelector(element)
    }
}
```

```
CharSequence.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>>{
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}
```

```
CharSequence.groupByTo(destination: M<in K, MutableList<Char>>, keySelector: (Char) -> K, valueTransform: (Char) -> V): M<in K, MutableList<V>>{
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key, ArrayList<Char>())
        list.add(element)
    }
    return destination
}
```

```
CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K>{
    return object : Grouping<Char, K> {
        override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
        override fun keyOf(element: Char): K = keySelector(element)
    }
}
```

```
CharSequence.mapIndexedNotNullTo(destination: C<in R>, transform: (index: Int, Char) -> R?): C<in R>{
    var index = 0
    for (item in this) {
        transform(index++, item)
    }
    return destination
}
```

```
CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K>{
    return object : Grouping<Char, K> {
        override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
        override fun keyOf(element: Char): K = keySelector(element)
    }
}
```

```
CharSequence.mapIndexedNotNullTo(destination: C<in R>, transform: (index: Int, Char) -> R?): C<in R>{
    var index = 0
    for (item in this) {
        transform(index++, item)
    }
    return destination
}
```

```
CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K>{
    return object : Grouping<Char, K> {
        override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
        override fun keyOf(element: Char): K = keySelector(element)
    }
}
```

```
CharSequence.mapIndexedNotNullTo(destination: C<in R>, transform: (index: Int, Char) -> R?): C<in R>{
    var index = 0
    for (item in this) {
        transform(index++, item)
    }
    return destination
}
```

```
CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K>{
    return object : Grouping<Char, K> {
        override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
        override fun keyOf(element: Char): K = keySelector(element)
    }
}
```

```
CharSequence.mapIndexedNotNullTo(destination: C<in R>, transform: (index: Int, Char) -> R?): C<in R>{
    var index = 0
    for (item in this) {
        transform(index++, item)
    }
    return destination
}
```

```
CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K>{
    return object : Grouping<Char, K> {
        override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
        override fun keyOf(element: Char): K = keySelector(element)
    }
}
```

```
CharSequence.mapIndexedNotNullTo(destination: C<in R>, transform: (index: Int, Char) -> R?): C<in R>{
    var index = 0
    for (item in this) {
        transform(index++, item)
    }
    return destination
}
```
item))
    return destination
}

/**
 * Returns a list containing only the non-null results of applying the given
 * [transform] function to each character in the original char sequence. * Appends only the non-null results to the given [destination]. * 
 * @param [transform] function to each character in the original char sequence. *
 * @param [destination] destination to append the results. * 
 * @return non-null results of applying [transform] to each character. */
public inline fun <R : Any, C : Collection<R>> CharSequence.mapNotNull(transform: (Char) -> R?): List<R> {
    return mapNotNullTo(transform)
}

/**
 * Applies the given [transform] function to each character in the original char sequence and appends the results to the given [destination]. * 
 * @param [transform] function to each character in the original char sequence. *
 * @param [destination] destination to append the results. * 
 * @return non-null results of applying [transform] to each character. */
public inline fun <R : Any> CharSequence.mapNotNullTo(transform: (Char) -> R?): List<R> {
    return result { destination.add(transform) }
}

/**
 * Returns a lazy [Iterable] that wraps each character of the original char sequence into an [IndexedValue] containing the index of that character and the character itself. * 
 * @param [destination] destination to append the results. * 
 * @return non-null results of applying [transform] to each character. */
public fun <R, C : Collection<R>> CharSequence.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns all characters matching the given [predicate]. * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this)
        if (!predicate(element)) return false
    return true
}

/**
 * Returns true if char sequence has at least one character. * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this)
        if (predicate(element)) return true
    return false
}

/**
 * Returns the length of this char sequence. * 
 * @sample samples.collections.Collections.Aggregates.count
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.count(): Int {
    return length
}

/**
 * Returns the number of characters matching the given [predicate]. * 
 * @sample samples.collections.Collections.Aggregates.countWithPredicate
 */
public inline fun CharSequence.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this)
        if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each character. * 
 * @param [initial] initial value, * 
 * @param [operation] function that takes the index of a character, current accumulator value, * 
 * and the character itself, and calculates the next accumulator value. * 
 * @return the next accumulator value. */
public inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each character with its index in the original char sequence. * 
 * @param [initial] initial value, * 
 * @param [operation] function that takes the index of a character, current accumulator value, * 
 * and the character itself, and calculates the next accumulator value. * 
 * @return the next accumulator value. */
public inline fun <R> CharSequence.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each character and current accumulator value. * 
 * @param [initial] initial value, * 
 * @param [operation] function that takes the index of a character, current accumulator value, and the character itself, and calculates the next accumulator value. * 
 * @return the next accumulator value. */
public inline fun <R> CharSequence.foldRight(initial: R, operation: (Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index), accumulator)
    }
    return accumulator
}

/**
 * Perform character action starting with [initial] value and applying [operation] from right to left to each character and current accumulator value. * 
 * @param [initial] initial value, * 
 * @param [operation] function that takes the index of a character, current accumulator value, and the character itself, and calculates the next accumulator value. * 
 * @return the next accumulator value. */
public inline fun <R> CharSequence.foldRightIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

/**
 * Returns all characters matching the given [predicate]. * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this)
        if (!predicate(element)) return false
    return true
}

/**
 * Returns true if char sequence has at least one character. * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public fun CharSequence.any(): Boolean {
    return !isEmpty()
index = 0
for (item in this) action(index++, item)
Accumulates value starting with last character and applying [operation] from right to left. If the sequence is empty, the function returns an initial value.

```kotlin
public inline fun CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}
```

This function takes a character sequence, a character, the character itself, and the current accumulator value, and applies the operation from left to right. It returns the final accumulator value.

```kotlin
public inline fun CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    for (index in 0..lastIndex) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}
```

This function is similar to the previous one but also takes the index of each character. It applies the operation from right to left, considering the index of each character.

```kotlin
public inline fun CharSequence.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = this[0]
    var result = mutableListOf(accumulator)
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

This function returns a list of accumulator values generated by applying the operation from left to right, starting with the first character of the sequence. It returns null if the sequence is empty.

```kotlin
public inline fun <R> CharSequence.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = mutableListOf(initial)
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

This function returns a list of accumulator values generated by applying the operation from left to right, starting with the first character of the sequence. It returns null if the sequence is empty.
= ArrayList<Char>(length).apply { add(accumulator) }\n    for (index in 1 until length) {\n        accumulator = operation(accumulator, this[index])\n        result.add(accumulator)\n    }\n
    return result
}

/**\n * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each character, its index in the original char sequence and current accumulator value that starts with the first character of this char sequence.\n * \n * Note that 'acc' value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n * \n * @param [operation] function that takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value.\n * \n * @since 1.3\n */
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic inline fun CharSequence.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply {\n        add(accumulator)\n    }\n    for (index in 1 until length) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result
}

/**\n * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.\n */
public inline fun CharSequence.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**\n * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.\n */
public inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**\n * Splits this char sequence into a list of strings each not exceeding the given [size].\n * \n * The last string in the resulting list may have less characters than the given [size].\n * \n * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.\n * \n * @sample samples.collections.Collections.Transformations.chunked\n */
@SinceKotlin("1.2")\npublic fun CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows = true)
}

/**\n * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to an each.\n * \n * The last string in the resulting sequence may have less characters than the given [size].\n * \n * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.\n * \n * @sample samples.collections.Collections.Transformations.chunkedTransform\n */
@SinceKotlin("1.2")\npublic fun <R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}

/**\n * Splits the original char sequence into pair of char sequences, where *first* char sequence contains characters for which [predicate] yielded 'true', while *second* char sequence contains
characters for which [predicate] yielded `false`.

```kotlin
/**
 * Splits the original string into pair of strings, where *first* string contains characters for which [predicate] yielded `true`, *second* string contains characters for which [predicate] yielded `false`.
 */
public inline fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}

/**
 * Splits the original string into pair of strings,
 * where *first* string contains characters for which [predicate] yielded `true`, while *second* string contains characters for which [predicate] yielded `false`.
 */
public inline fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}

/**
 * Returns a list of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each * snapshot is a string. * Several last strings may have less characters than the given [size]. * [size] * [step] * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any,
 * @param @sample size windows Collection.Transformations.takeWindows
 */
@SinceKotlin("1.2")
public fun CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): List<String> {
    return windowed(size, step, partialWindows) { it.toString() }
}

/**
 * Returns a sequence of results of applying the given [transform] function to each char sequence representing a view over the window of the given [size] sliding along this char sequence with the given [step]. * [size] * [step] * Note that the char sequence passed to the [transform] function is ephemeral and is valid only inside that function.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any,
 * @param @sample windows Collection.Transformations.averageWindows
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (CharSequence) -> R): List<R> {
    checkWindowSizeStep(size, step)
    val thisSize = this.length
    val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
    val result = ArrayList<R>(resultCapacity)
    var index = 0
    while (index in 0 until thisSize) {
        val end = index + size
        val coercedEnd = if (end < 0 || end > thisSize) { if (partialWindows) thisSize else break } else end
        result.add(transform(subSequence(index, coercedEnd)))
        index += step
    }
    return result
}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each * snapshot is a string. * Several last strings may have less characters than the given [size]. * [size] * [step] * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 * @param size the number of elements to take in each window
 * @param step the number of elements to move the window forward by on each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if any,
 * @param @sample windows Collection.Transformations.takeWindows
 */
@SinceKotlin("1.2")
public fun CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<String> {
    return windowedSequence(size, step, partialWindows) { it.toString() }
}
```

Open Source Used In DCNM 12 12.0(2) 3770
elements to take in each window * @param step the number of elements to move the window forward by on an each step, by default 1
 * @param partialWindows controls whether or not to keep partial windows in the end if partial Windows = (if any, * by default 'false' which means partial windows won't be preserved * @sample samples.collections.Sequences.Transformations.averageWindows
 *public fun <R> CharSequence.voidedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform:
 *CharSequence) -> R: Sequence<R> { 
 *\n \n val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
 val end = index + size
 val coercedEnd = if (end < 0 || end > length) length else end
 transform(subSequence(index, coercedEnd))
 *\n *\n */
@SinceKotlin("1.2")
public fun <R> CharSequence.windowedSequence(size: Int, step: Int = 1, partialWindows: Boolean = false, transform:
 *CharSequence) -> R: Sequence<R> { 
 *\n \n val windows = (if (partialWindows) indices else 0 until length - size + 1) step step
 val end = index + size
 val coercedEnd = if (end < 0 || end > length) length else end
 transform(subSequence(index, coercedEnd))
 *\n *\n */

/**
 * Returns a list of pairs built from the characters of 'this' and the [other] char sequences with the same index
 * The returned list has length of the shortest char sequence.*\n *\n */
@SinceKotlin("1.2")
public fun <R> CharSequence.zipWithNext(transform: (a: Char, b: Char) -> R): List<R> {
    val size = length - 1
    if (size < 1) return emptyList()
    val result = ArrayList<R>(size)
    for (index in 0 until size) {
        result.add(transform(this[index], this[index + 1]))
    }
    return result
}

/**
 */
public fun CharSequence.asIterable(): Iterable<Char> {
    if (this is String && isEmpty()) return emptyList()
    return Iterable { this.iterator() }
}

/**
 */
public fun CharSequence.asSequence(): Sequence<Char> {
    if (this is String && isEmpty()) return emptySequence()
    return Sequence { this.iterator() }
}

/*
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 */

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

package kotlin.text

import kotlin.contracts.contract

/**
 * Returns a sub sequence of this char sequence having leading and trailing characters matching the [predicate] removed.*\n */
public fun CharSequence.trim(predicates: (Char) -> Boolean): CharSequence {
    var startChar = 0
    var endChar = length
    var startFound = false
    while (startChar <= endChar) {
        val match = predicate(this[startChar])
        if (!startFound && match) startChar = startChar + 1
        if (match) startFound = true
    }
    return subSequence(startChar, endChar)
}

/**
 * Returns a string having leading and trailing characters matching the [predicate] removed.*\n */
public fun String.trim(predicates: (Char) -> Boolean): String {
    (this as CharSequence).trim(predicates).toString()
}

/*
 */
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than zero.

if (length <= this.length)
    return this.subSequence(0, this.length)

val sb = StringBuilder(length)
    sb.append(this)
    sb.append(padChar)
    return sb.toString()

    if (length <= this.length)
        return this.subSequence(0, this.length)

    val sb = StringBuilder(length)
        sb.append(this)
        for (i in 1..(length - this.length))
            sb.append(padChar)
        return sb.toString()
warning\n@Deprecated("Use parameters named startIndex and endIndex.\n\nReplaceWith("subSequence(startIndex = start, endIndex = end)\n\n\n@param startIndex the start index (exclusive).\n@param endIndex the end index (exclusive).\n\n\n\nString = subSequence(startIndex, endIndex).toString()\n\n\n\n\n\n\n\n\n@kotlin.internal.InlineOnly\n\n@public inline fun String.subSequence(startIndex: Int, endIndex: Int): CharSequence =\n\n\n\n\n\n\n\n\n\n\n\n\n@kotlin.internal.InlineOnly\n\n@public inline fun String.substring(range: IntRange): String = subSequence(range.start, range.endInclusive + 1).toString()\n\n\n\n\n\n\n\n\n\n\n\n@kotlin.internal.InlineOnly\n\n@public inline fun String.substringBefore(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = indexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)\n\n\n@kotlin.internal.InlineOnly\n\n@public inline fun String.substringBefore(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(0, index)\n\n\n@kotlin.internal.InlineOnly\n\n@public inline fun String.substringAfter(delimiter: Char, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + 1, length)\n\n\n@kotlin.internal.InlineOnly\n\n@public inline fun String.substringAfter(delimiter: String, missingDelimiterValue: String = this): String {
    val index = lastIndexOf(delimiter)
    return if (index == -1) missingDelimiterValue else substring(index + delimiter.length, length)\n\n\n@kotlin.internal.InlineOnly\n\n@public fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence {
    if (endIndex < startIndex)
        throw IndexOutOfBoundsException("End index ($endIndex) is less than start index ($startIndex).")\n    val sb = StringBuilder()\n    sb.appendRange(this, 0, startIndex)\n    sb.append(replacement)\n    sb.appendRange(this, endIndex, length)\n    return sb.toString()
public inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): String =
    (this as CharSequence).replaceRange(startIndex, endIndex, replacement).toString()

/**
 * Returns a char sequence with content of this char sequence where its part at the given range is replaced with the [replacement] char sequence.
 * The end index of the [range] is included in the part to be replaced.
 */
public fun charSequence.replaceRange(range: IntRange, replacement: CharSequence): CharSequence =
    replaceRange(range.start, range.endInclusive + 1, replacement)

/**
 * Removes the part of string at the given range. The end index of the [range] is included in the part to be removed.
 */
@kotlin.internal.InlineOnly
public inline fun String.removeRange(range: IntRange): String =
    (this as CharSequence).removeRange(range).toString()
return this

When this char sequence starts with and ends with the given [delimiter], returns a new char sequence having this [delimiter] removed both from the start and end. Otherwise returns a new char sequence with the same characters.

Removes the given [delimiter] string from both the start and the end of this string if and only if it starts with and ends with the [delimiter]. Otherwise returns this string unchanged.

*public fun CharSequence.removeSurrounding(delimiter: CharSequence):
String = removeSurrounding(delimiter, delimiter)

*public fun String.removeSurrounding(delimiter: CharSequence):
String = removeSurrounding(delimiter, delimiter)

*public fun replaceSurrounding(delimiter: CharSequence, replacement: String):
String = removeSurrounding(delimiter, delimiter)

*public fun replaceSurrounding(delimiter: String, replacement: String):
String = removeSurrounding(delimiter, delimiter)

*public fun replaceSurrounding(delimiter: Char, replacement: String):
String = removeSurrounding(delimiter, delimiter)

*public fun replaceSurrounding(delimiter: String, replacement: String):
String = removeSurrounding(delimiter, delimiter)

*public fun replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this):
String = replaceBefore(delimiter, replacement)

*public fun replaceBefore(delimiter: String, replacement: String, missingDelimiterValue: String = this):
String = replaceBefore(delimiter, replacement)

*public fun replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this):
String = replaceBefore(delimiter, replacement)

*public fun replaceBefore(delimiter: String, replacement: String, missingDelimiterValue: String = this):
String = replaceBefore(delimiter, replacement)

*public fun replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this):
String = replaceAfter(delimiter, replacement)

*public fun replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this):
String = replaceAfter(delimiter, replacement)

*public fun replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this):
String = replaceAfterLast(delimiter, replacement)

*public fun replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this):
String = replaceAfterLast(delimiter, replacement)

*public fun replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this):
String = replaceBeforeLast(delimiter, replacement)

*public fun replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this):
String = replaceBeforeLast(delimiter, replacement)

*public fun replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this):
String = replaceBeforeLast(delimiter, replacement)

*public fun replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this):
String = replaceBeforeLast(delimiter, replacement)


// public fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean): String // JVM- and JS-specific
// public fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean): String // JVM- and JS-specific

*public fun replace(regex: Regex, replacement: String):
String = replace(regex, replacement)
= regex.replace(this, replacement) * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression with the result of the given function [transform] that takes [MatchResult] and returns a string to be used as a replacement for that match.

@an@kotlin.internal.InlineOnly@public inline fun CharSequence.replace(regex: Regex, noninline transform: (MatchResult) -> CharSequence): String =
    regex.replace(this, transform)
* Replaces the first occurrence of the given regular expression [regex] in this char sequence with specified [replacement] expression.

@an@kotlin.internal.InlineOnly@public inline fun CharSequence.replaceFirst(regex: Regex, replacements: CharSequence): String =
    regex.replaceFirst(this, replacements)
* Returns `true` if this char sequence starts with the specified character.

@an@kotlin.internal.InlineOnly@public inline infix fun CharSequence.matches(regex: Regex): Boolean =
    regex.matches(this)

@internal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {
    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) ||
        (otherOffset > other.length - length)) {
        return false
    }

    for (index in 0 until length) {
        if (!this[thisOffset + index].equals(other[otherOffset + index], ignoreCase))
            return false
    }
    return true
}

@public fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 &&
    this[0].equals(char, ignoreCase)

@public fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this.length > 0 &&
    this[lastIndex].equals(char, ignoreCase)

@public fun CharSequence.startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && prefix is String)
        return this.startsWith(prefix)
    else
        return regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase)
}

@public fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && suffix is String)
        return this.endsWith(suffix)
    else
        return regionMatchesImpl(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

@public fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val shortestLength = minOf(this.length, other.length)
    var i = 0
    while (i < shortestLength && this[i].equals(other[i], ignoreCase = ignoreCase))
        i++
    if (this.hasSurrogatePairAt(i - 1) || other.hasSurrogatePairAt(i - 1))
        return subSequence(0, i).toString()
    return subSequence(thisLength - i, thisLength).toString() // indexOfAny()
first occurrence of any of the specified [chars] in this char sequence,
* starting from the specified [startIndex] and optionally ignoring the case.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @return An index of the first occurrence of matched character from [chars] or -1 if none of [chars] are found.

* @param startIndex The index of character to start searching at. The search proceeds backward toward the beginning of the string.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @return An index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.

* @param startIndex The index of character to start searching at. The search proceeds forward toward the beginning of the string.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @param lastIndex The index of last occurrence of matched character from [chars] or -1 if none of [chars] are found.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @return A pair of an index of the last occurrence of any of the specified [chars] in this char sequence, and the string matched or `null` if none of [chars] are found.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @return A pair of an index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.

* @param lastIndex The index of last occurrence of matched character from [chars] or -1 if none of [chars] are found.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @return A pair of an index of the first occurrence of matched character from [chars] or -1 if none of [chars] are found.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @return A pair of an index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @return A pair of an index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.

* @param ignoreCase `true` to ignore character case when matching a character. By default `false`.

* @return A pair of an index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.
true)\n\n/*\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n */
this method proceeds from the beginning to the end of this string, and finds at each position the first element in [delimiters].

* that matches this string at that position.

*public fun CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }\n\n* Splits this char sequence to a list of strings around occurrences of the specified [delimiters].

* @param delimiters One or more strings to be used as delimiters.

* @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.

* @param limit The maximum number of substrings to return. Zero by default means no limit is set.

* To avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning to the end of this string, and matches at each position the first element in [delimiters] that is equal to a delimiter in this instance at that position.

*public fun CharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        val delimiter = delimiters[0]
        if (!delimiter.isEmpty()) {
            return split(delimiter, ignoreCase, limit)
        }
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }
}

*public fun CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String> =
rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }\n\n* Splits this char sequence to a list of strings around occurrences of the specified [delimiters].

* @param delimiters One or more characters to be used as delimiters.

* @param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.

* @param limit The maximum number of substrings to return.

*public fun CharSequence.split(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0): List<String> {
    if (delimiters.size == 1) {
        return split(delimiters[0].toString(), ignoreCase, limit)
    }

    return rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }\n\n* Splits this char sequence to a list of strings around occurrences of the specified [delimiter].

* This is specialized version of split which receives single non-empty delimiter and offers better performance.

* @param delimiter String used as delimiter.

* @param ignoreCase `true` to ignore character case when matching a delimiter.

* @param limit The maximum number of substrings to return.

*private fun CharSequence.split(delimiter: String, ignoreCase: Boolean, limit: Int): List<String> {
    require(limit >= 0, {
        "Limit must be non-negative, but was $limit." })\n
    var currentOffset = 0
    var nextIndex = indexOf(delimiter, currentOffset, ignoreCase)
    if (nextIndex == -1 || limit == 1) {
        return listOf(this.toString())\n    }

    var isLimited = limit > 0
    var result = ArrayList<String>(if (isLimited) limit.coerceAtMost(10) else 10)
    do {
        result.add(substring(currentOffset, nextIndex))
        currentOffset = nextIndex + delimiter.length
        // Do not search for next occurrence if we're reaching limit
        if (isLimited && result.size == limit - 1) break
        nextIndex = indexOf(delimiter, currentOffset, ignoreCase)\n    } while (nextIndex != -1)

    result.add(substring(currentOffset, length))\n    return result\n}

*public fun CharSequence.split(regex: Regex, limit: Int = 0): List<String> =
regex.split(this, limit)

*public fun CharSequence.lineSequence(): Sequence<String> = splitToSequence("\r\n", "\n", "\r")\n\n* Splits this char sequence to a list of lines delimited by any of the following character sequences: CRLF, LF or CR.

* The lines returned do not include terminating line separators.

*public fun CharSequence.lineSequence(): Sequence<String> = splitToSequence("\r\n", "\n", "\r")\n\n* Splits this char sequence to a list of lines delimited by any of the following character sequences: CRLF, LF or CR.

* The lines returned do not include terminating line separators.
Converts the characters in the specified array to a string.

```kotlin
String(chars: CharArray): String {  
    var result = ""  
    for (char in chars) {  
        result += char  
    }  
    return result
}
```

* Converts the characters from a portion of the specified array to a string.

```kotlin
String(chars: CharArray, offset: Int, length: Int): String {  
    if (offset < 0 || length < 0 || chars.size - offset < length)  
        throw IndexOutOfBoundsException("size: ${chars.size}; offset: $offset; length: $length")  
    var result = ""  
    for (index in offset until offset + length) {  
        result += chars[index]  
    }  
    return result
}
```

* Concatenates characters in this [CharArray] into a String.

```kotlin
CharArray.concatToString(): String {  
    var result = ""  
    for (char in this) {  
        result += char  
    }  
    return result
}
```

* Concatenates characters in this [CharArray] or its subrange into a String.

```kotlin
CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {  
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)  
    var result = ""  
    for (index in startIndex until endIndex) {  
        result += this[index]  
    }  
    return result
}
```

* Decodes a string from the bytes in UTF-8 encoding in this array.

```kotlin
ByteArray.decodeToString(): String {  
    return decodeUtf8(this, 0, size, false)
}
```

* Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.

```kotlin
ByteArray.decodeToString(startIndex: Int = 0, endIndex: Int = this.size, throwOnInvalidSequence: Boolean = false): String {  
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)  
    return decodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)  
}
```

* Encodes this string or its substring to an array of bytes in UTF-8 encoding.

```kotlin
String.encodeToByteArray(): ByteArray {  
    return encodeUtf8(this, 0, length, false)
}
```

* Encodes this string to an array of bytes in UTF-8 encoding.

```kotlin
ByteArray.encodeToByteArray(): ByteArray {  
    return encodeUtf8(this, 0, size, false)
}
```

* Converts the characters in the specified array to a string.

```kotlin
String(chars: CharArray): String {  
    var result = ""  
    for (char in chars) {  
        result += char  
    }  
    return result
}
```

* Converts the characters from a portion of the specified array to a string.

```kotlin
String(chars: CharArray, offset: Int, length: Int): String {  
    if (offset < 0 || length < 0 || chars.size - offset < length)  
        throw IndexOutOfBoundsException("size: ${chars.size}; offset: $offset; length: $length")  
    var result = ""  
    for (index in offset until offset + length) {  
        result += chars[index]  
    }  
    return result
}
```

* Concatenates characters in this [CharArray] into a String.

```kotlin
CharArray.concatToString(): String {  
    var result = ""  
    for (char in this) {  
        result += char  
    }  
    return result
}
```

* Concatenates characters in this [CharArray] or its subrange into a String.

```kotlin
CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {  
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)  
    var result = ""  
    for (index in startIndex until endIndex) {  
        result += this[index]  
    }  
    return result
}
```

* Decodes a string from the bytes in UTF-8 encoding in this array.

```kotlin
ByteArray.decodeToString(): String {  
    return decodeUtf8(this, 0, size, false)
}
```

* Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.

```kotlin
ByteArray.decodeToString(startIndex: Int = 0, endIndex: Int = this.size, throwOnInvalidSequence: Boolean = false): String {  
    AbstractList.checkBoundsIndexes(startIndex, endIndex, this.size)  
    return decodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)  
}
```

* Encodes this string or its substring to an array of bytes in UTF-8 encoding.

```kotlin
ByteArray.encodeToByteArray(): ByteArray {  
    return encodeUtf8(this, 0, length, false)
}
```

* Encodes this string to an array of bytes in UTF-8 encoding.
UTF-8 encoding.

@throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.

@throws IllegalArgumentException if [startIndex] is greater than [endIndex].

@throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.

@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(
    startIndex: Int = 0,
    endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false
): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Returns a copy of this string converted to upper case using the rules of the default locale.
 * @sample samples.text.Strings.toUpperCase
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()

/**
 * Returns a copy of this string converted to lower case using the rules of the default locale.
 * @sample samples.text.Strings.toLowerCase
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal inline fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position)

@kotlin.internal.InlineOnly
internal inline fun String.nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int): String = asDynamic().substring(startIndex)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex)

@kotlin.internal.InlineOnly
public inline fun String.concat(str: String): String = asDynamic().concat(str)

@kotlin.internal.InlineOnly
public inline fun String.match(regex: String): Array<String>? = asDynamic().match(regex)

//native public fun String.trim(): String
//TODO: String.replace to implement effective trimLeading and trimTrailing

@kotlin.internal.InlineOnly
internal inline fun String.nativeReplace(pattern: RegExp, replacement: String): String = asDynamic().replace(pattern, replacement)

@SinceKotlin("1.2")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        if (min == 0) return n1 - n2
        var start = 0
        while (true) {
            val end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
                    s2 = s2.toLowerCase()
                    if (s1 != s2) {
                        return s1.compareTo(s2)
                    }
                }
            }
            if (end == min) break
            start = end
        }
        return n1 - n2
    } else {
        return compareTo(other)
    }
}

private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }

@SinceKotlin("1.2")
public actual val String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String>
    get() = STRING_CASE_INSENSITIVE_ORDER

package kotlin

@SinceKotlin("1.3")
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
@PublishedConstructor(Parameters = internal val storage: ByteArray)(): Collection<UByteArray> {

// Auto-generated file. DO NOT EDIT!

package

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@PublishedApi
@PublishedConstructor(Parameters = internal val storage: ByteArray)(): Collection<UByteArray> {

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//n * License/LICENSE.txt file. n * Auto-generated file. DO NOT EDIT!n

//n */n

//n */
using the index operator. *
 * If the [index] is out of bounds of this array, throws an
[IndexOutOfBoundsException] except in Kotlin/JS*
 * where the behavior is unspecified. *
 *\n public operator fun get(index: Int): UByte = storage[index].toUByte() \n /**<
 * Sets the element at the given [index] to the given [value]. This method can be
called using the index operator. *
 * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS*
 * where the behavior is unspecified. *
 *\n public operator fun set(index: Int, value: UByte) { storage[index] = value.toByte() \n }
 */

    public operator fun get(index: Int): UByte = storage[index].toUByte()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator. *
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS*
     * where the behavior is unspecified. *
     */
    public operator fun set(index: Int, value: UByte) {
        storage[index] = value.toByte()
    }

    /** Returns the number of elements in the array. *
     *\n public override val size: Int = storage.size
     */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. *
     *\n public override fun iterator(): UByteIterator = Iterator(storage)
     */
    public override operator fun iterator(): UByteIterator = Iterator(storage)

    private class Iterator(private val array: ByteArray) : UByteIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUByte() = if (index < array.size)
            array[index++].toUByte() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UByte): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is UByte)
            return false
        return storage.contains(element.toByte())
    }

    override fun containsAll(elements: Collection<UByte>): Boolean {
        return (elements as Collection<*>).all { it is UByte &&
            storage.contains(it.toByte()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified [init]
 * function. *
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray(size: Int, init: (Int) -> UByte): UByteArray {
    return UByteArray(ByteArray(size) { index ->
        init(index).toByte()
    })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ubyteArrayOf(vararg elements: UByte): UByteArray = elements

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UIntArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: IntArray) : Collection<UInt> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. *
     *\n public constructor(size: Int) : this(IntArray(size))
     */
    public constructor(size: Int) : this(IntArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called using
     * the index operator. *
     * If the [index] is out of bounds of this array, throws an
[IndexOutOfBoundsException] except in Kotlin/JS*
 * where the behavior is unspecified. *
 *\n public operator fun get(index: Int): UInt = storage[index].toInt()
     */
    public operator fun get(index: Int): UInt = storage[index].toInt()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using
     * the index operator. *
     * If the [index] is out of bounds of this array, throws an
[IndexOutOfBoundsException] except in Kotlin/JS*
 * where the behavior is unspecified. *
 *\n public operator fun set(index: Int, value: UInt) {
     storage[index] = value.toInt()
    }

    /** Returns
     * the number of elements in the array. *
     *\n public override val size: Int = storage.size
     */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. *
     *\n public override fun iterator(): UIntIterator = Iterator(storage)
     */
    public override operator fun iterator(): UIntIterator = Iterator(storage)

    private class Iterator(private val array: IntArray) : UIntIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextUInt() = if (index < array.size)
            array[index++].toUInt() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: UInt): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed.
        // Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is UInt)
            return false
        return storage.contains(element.toInt())
    }

    override fun containsAll(elements: Collection<UInt>): Boolean {
        return (elements as Collection<*>).all { it is UInt &&
            storage.contains(it.toInt()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
The function [init] is called for each array element sequentially starting from the first one.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt() })
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun uintArrayOf(vararg elements: UInt): UIntArray = elements
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index ->
        init(index).toLong() })
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@internal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong> { Collection<ULong> { 
    public constructor(size: Int) : this(LongArray(size))
}```

*In Kotlin/JRE* where the behavior is unspecified.

*In Kotlin/JS* where the behavior is unspecified.

*In Kotlin/JRE* where the behavior is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@Published Api
@internal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong> { Collection<ULong> { 
    public constructor(size: Int) : this(LongArray(size))
}```

*In Kotlin/JS* where the behavior is unspecified.

*In Kotlin/JRE* where the behavior is unspecified.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@internal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong> { Collection<ULong> { 
    public constructor(size: Int) : this(LongArray(size))
}```
public inline operator fun inc(): ULong = ULong(data.inc())
    /** Decrements this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): ULong = ULong(data.dec())
    /** Creates a range from this value to the specified [other] value. */
    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)
    /** Shifts this value left by the [bitCount] number of bits. */
    @kotlin.internal.InlineOnly
    public inline infix fun lshr(bitCount: Int): ULong = ULong(data.lshr(bitCount))
    /** Shifts this value right by the [bitCount] number of bits. */
    @kotlin.internal.InlineOnly
    public inline infix fun shr(bitCount: Int): ULong = ULong(data.shr(bitCount))
    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: ULong): ULong = ULong(data.and(other.data))
    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)
    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)
    /** Performs a bitwise NOT operation on this value. */
    @kotlin.internal.InlineOnly
    public inline fun not(): ULong = ULong(data.inv())
    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun inv(): ULong = ULong(this.data.inv())

    /** Returns this value. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte()
    /** Converts this [ULong] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte()
    /** Converts this [ULong] value to [UByte]. */
    @kotlin.internal.InlineOnly
    public inline fun toUShort(): UShort = data.toUShort()
    /** Converts this [ULong] value to [UShort]. */
    @kotlin.internal.InlineOnly
    public inline fun toUInt(): UInt = data.toUInt()
    /** Converts this [ULong] value to [UInt]. */
    @kotlin.internal.InlineOnly
    public inline fun toLong(): Long = data.toLong()
    /** Converts this [ULong] value to [Long]. */
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data.toInt()
    /** Converts this [ULong] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort()
    /** Converts this [ULong] value to [Short]. */
    @kotlin.internal.InlineOnly
    public inline fun toByteRange(): ByteRange = ByteRange(data.toByte())
    /** Converts this [ULong] value to [ByteRange]. */
    @kotlin.internal.InlineOnly
    public inline fun toUByteRange(): UByteRange = UByteRange(data.toUByte())
    /** Converts this [ULong] value to [UByteRange]. */
    @kotlin.internal.InlineOnly
    public inline fun toUShortRange(): UShortRange = UShortRange(data.toUShort())
    /** Converts this [ULong] value to [UShortRange]. */
    @kotlin.internal.InlineOnly
    public inline fun toUIntRange(): UIntRange = UIntRange(data.toUInt())
    /** Converts this [ULong] value to [UIntRange]. */
    @kotlin.internal.InlineOnly
    public inline fun toLongRange(): LongRange = LongRange(data.toLong())
    /** Converts this [ULong] value to [LongRange]. */
    @kotlin.internal.InlineOnly
    public inline fun toIntRange(): IntRange = IntRange(data.toInt())
    /** Converts this [ULong] value to [IntRange]. */
    @kotlin.internal.InlineOnly
    public inline fun toShortRange(): ShortRange = ShortRange(data.toShort())
    /** Converts this [ULong] value to [ShortRange]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte()
    /** Converts this [ULong] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte()
    /** Converts this [ULong] value to [UByte]. */
    @kotlin.internal.InlineOnly
    public inline fun toUShort(): UShort = data.toUShort()
    /** Converts this [ULong] value to [UShort]. */
    @kotlin.internal.InlineOnly
    public inline fun toUInt(): UInt = data.toUInt()
    /** Converts this [ULong] value to [UInt]. */
    @kotlin.internal.InlineOnly
    public inline fun toLong(): Long = data.toLong()
    /** Converts this [ULong] value to [Long]. */
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data.toInt()
    /** Converts this [ULong] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort()
    /** Converts this [ULong] value to [Short]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte()
    /** Converts this [ULong] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte()
    /** Converts this [ULong] value to [UByte]. */
    @kotlin.internal.InlineOnly
    public inline fun toUShort(): UShort = data.toUShort()
    /** Converts this [ULong] value to [UShort]. */
    @kotlin.internal.InlineOnly
    public inline fun toUInt(): UInt = data.toUInt()
    /** Converts this [ULong] value to [UInt]. */
    @kotlin.internal.InlineOnly
    public inline fun toLong(): Long = data.toLong()
    /** Converts this [ULong] value to [Long]. */
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data.toInt()
    /** Converts this [ULong] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort()
    /** Converts this [ULong] value to [Short]. */

    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = data.toDouble()
    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = data.toFloat()
    /** Converts this [ULong] value to [Float]. */

    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = data.toDouble()
    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = data.toFloat()
    /** Converts this [ULong] value to [Float]. */

    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = data.toDouble()
    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = data.toFloat()
    /** Converts this [ULong] value to [Float]. */

    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = data.toDouble()
    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = data.toFloat()
    /** Converts this [ULong] value to [Float]. */

    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = data.toDouble()
    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = data.toFloat()
    /** Converts this [ULong] value to [Float]. */

    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = data.toDouble()
    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = data.toFloat()
    /** Converts this [ULong] value to [Float]. */

    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = data.toDouble()
    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = data.toFloat()
    /** Converts this [ULong] value to [Float]. */

    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = data.toDouble()
    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = data.toFloat()
    /** Converts this [ULong] value to [Float]. */

    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = data.toDouble()
    /** Converts this [ULong] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = data.toFloat()
Double = ulongToDouble(data)\n
public override fun toString(): String = ulongToString(data)\n
/**
 * Converts this [Byte] value to [ULong].\n * If this value is positive, the resulting `ULong` value represents
the same numerical value as this `Byte` value,\n * whereas the most significant 56 bits are filled with the sign bit of this value.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@Inlined public inline fun Byte.toULong(): ULong = ULong(this.toInt())\n
/**
 * Converts this [Short] value to [ULong].\n * If this value is positive, the resulting `ULong` value represents
the same numerical value as this `Short` value,\n * whereas the most significant 32 bits are filled with the sign bit of this value.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@Inlined public inline fun Short.toULong(): ULong = ULong(this.toInt())\n
/**
 * Converts this [Int] value to [ULong].\n * If this value is positive, the resulting `ULong` value represents
the same numerical value as this `Int` value,\n * whereas the most significant 32 bits are filled with the sign bit of this value.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@Inlined public inline fun Int.toULong(): ULong = ULong(this)\n
/**
 * Converts this [Long] value to [ULong].\n * If this value is positive, the resulting `ULong` value represents
the same numerical value as this `Long` value.\n * The resulting `ULong` value has the same binary representation as this `Long` value.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@Inlined public inline fun Long.toULong(): ULong = ULong(this)\n
/**
 * Converts this [Float] value to [ULong].\n * The fractional part, if any, is rounded down towards zero.\n * Returns zero if this `Float` value is negative or `NaN`,\n * [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@Inlined public inline fun Float.toULong(): ULong = doubleToULong(this)\n
/**
 * Converts this [Double] value to [ULong].\n * The fractional part, if any, is rounded down towards zero.\n * Returns zero if this `Double` value is negative or `NaN`,\n * [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@Inlined public inline fun Double.toULong(): ULong = doubleToULong(this)\n
/*
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 * found in the license/LICENSE.txt file. */

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes\n@Inlined internal constructor(@PublishedApi internal val storage: ShortArray) : Collection<UShort> {

    /**
     * Returns the array element at the given [index]. This method can be called
     * using the index operator.\n     * If the [index] is out of bounds of this array, throws an
     * [IndexOutOfBoundsException] except in Kotlin/JS\n     * where the behavior is unspecified.\n     */
     \n     public override fun get(index: Int): UShort\n     {
         if ((element as Any?) !is UShort)
         {
             throw NoSuchElementException(index.toString())
         }\n         return storage[index].toUShort()
     }\n
     /**
     * Sets the element at the given [index] to the given [value]. This method can be called
     * using the index operator.\n     * If the [index] is out of bounds of this array, throws an
     * [IndexOutOfBoundsException] except in Kotlin/JS\n     * where the behavior is unspecified.\n     */
     \n     public override fun set(index: Int, value: UShort)\n     {\n         storage[index] = value.toShort()
     }\n
     /**
     * Returns the number of elements in the array.\n     */
     \n     public override val size: Int get()\n     {\n         return this.storage.size\n     }\n
     /**
     * Creates an iterator over the elements of the array.\n     */
     \n     public override fun iterator(): UShortIterator = Iterator(storage)\n
     private class Iterator(private val array: ShortArray) : UShortIterator() {

         private val current = 0
         private val size = array.size

         override fun hasNext(): Boolean {
             return current < size
         }

         override fun nextUShort(): UShort {
             return if (current < size) array[current++].toUShort() else throw NoSuchElementException()
         }
     }
}
return false

override fun containsAll(elements: Collection<UShort>): Boolean {
    return storage.containsAll(elements)
}

override fun isEmpty(): Boolean = storage.isEmpty()

/**
 * Creates a new array of the specified size, where each element is calculated by calling the specified init function.
 * The function [init] is called for each array element sequentially starting from the first one. It should return the value for an array element given its index.
 * 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@Inline
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(size) { index -> init(index).toShort() }
}

/**
 * Creates a new array of the specified size, where each element is calculated by calling the specified init function.
 * The function [init] is called for each array element sequentially starting from the first one. It should return the value for an array element given its index.
 * 
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@Inline
public inline fun ushortArrayOf(vararg elements: UShort): UShortArray = elements
UShortArray.component2(): UShort {\n    return get(1)\n}\n/**
 * @sample
 */

UShortArray.component3(): UShort {\n    return get(2)\n}\n/**
 * @sample
 */

UShortArray.component4(): UShort {\n    return get(3)\n}\n/**
 * @sample
 */

UShortArray.component5(): UShort {\n    return get(4)\n}\n/**
 * @sample
 */
samples.collections.Collections.Elements.elementAt

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@public expect fun UIntArray.elementAt(index: Int): UInt

\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes*\@expect fun ULongArray.elementAt(index: Int): ULong

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UByteArray.elementAt(index: Int): UByte

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UShortArray.elementAt(index: Int): UShort

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {

    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {

    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {

    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {

    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UIntArray.elementAtOrNull(index: Int): UInt?

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun ULongArray.elementAtOrNull(index: Int): ULong?

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UByteArray.elementAtOrNull(index: Int): UByte?

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UShortArray.elementAtOrNull(index: Int): UShort?

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UByteArray.elementAtOrNull(index: Int): UByte?

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UShortArray.elementAtOrNull(index: Int): UShort?

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UByteArray.elementAtOrNull(index: Int): UByte?

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UShortArray.elementAtOrNull(index: Int): UShort?

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UByteArray.elementAtOrNull(index: Int): UByte?

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UShortArray.elementAtOrNull(index: Int): UShort?

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UByteArray.elementAtOrNull(index: Int): UByte?

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UShortArray.elementAtOrNull(index: Int): UShort?

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UByteArray.elementAtOrNull(index: Int): UByte?

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes*\@expect fun UShortArray.elementAtOrNull(index: Int): UShort?
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.find(predicate: (UInt) -> Boolean): UInt? {  
    return firstOrNull(predicate)  
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.find(predicate: (ULong) -> Boolean): ULong? {  
    return firstOrNull(predicate)  
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.find(predicate: (UByte) -> Boolean): UByte? {  
    return firstOrNull(predicate)  
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.find(predicate: (UShort) -> Boolean): UShort? {  
    return firstOrNull(predicate)  
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? {  
    return lastOrNull(predicate)  
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.findLast(predicate: (ULong) -> Boolean): ULong? {  
    return lastOrNull(predicate)  
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.findLast(predicate: (UByte) -> Boolean): UByte? {  
    return lastOrNull(predicate)  
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.findLast(predicate: (UShort) -> Boolean): UShort? {  
    return lastOrNull(predicate)  
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(): UInt {  
    return storage.first().toUInt()  
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(): ULong {  
    return storage.first().toULong()  
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(): UByte {  
    return storage.first().toUByte()  
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(): UShort {  
    return storage.first().toUShort()  
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(predicate: (UInt) -> Boolean): UInt {  
    for (element in this) if (predicate(element)) return element  
    throw NoSuchElementException("Array contains no element matching the predicate.")  
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(predicate: (ULong) -> Boolean): ULong {  
    for (element in this) if (predicate(element)) return element  
    throw NoSuchElementException("Array contains no element matching the predicate.")  
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(predicate: (UByte) -> Boolean): UByte {  
    for (element in this) if (predicate(element)) return element  
    throw NoSuchElementException("Array contains no element matching the predicate.")  
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(predicate: (UShort) -> Boolean): UShort {  
    for (element in this) if (predicate(element)) return element  
    throw NoSuchElementException("Array contains no element matching the predicate.")  
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(): UInt {  
    return storage.first().toUInt()  
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(): ULong {  
    return storage.first().toULong()  
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(): UByte {  
    return storage.first().toUByte()  
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(): UShort {  
    return storage.first().toUShort()  
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(predicate: (UInt) -> Boolean): UInt {  
    for (element in this) if (predicate(element)) return element  
    throw NoSuchElementException("Array contains no element matching the predicate.")  
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(predicate: (ULong) -> Boolean): ULong {  
    for (element in this) if (predicate(element)) return element  
    throw NoSuchElementException("Array contains no element matching the predicate.")  
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(predicate: (UByte) -> Boolean): UByte {  
    for (element in this) if (predicate(element)) return element  
    throw NoSuchElementException("Array contains no element matching the predicate.")  
}

/**
 * Returns the first element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(predicate: (UShort) -> Boolean): UShort {  
    for (element in this) if (predicate(element)) return element  
    throw NoSuchElementException("Array contains no element matching the predicate.")  
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.first(): UInt {  
    return storage.first().toUInt()  
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.first(): ULong {  
    return storage.first().toULong()  
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.first(): UByte {  
    return storage.first().toUByte()  
}

/**
 * Returns first element.
 * @throws [NoSuchElementException] if the array is empty.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.first(): UShort {  
    return storage.first().toUShort()  
}
UByteArray.first(predicate: (UByte) -> Boolean): UByte

- for (element in this) if (predicate(element)) return element
  throw NoSuchElementException("Array contains no element matching the predicate."

- Returns the first element matching the given [predicate], or `null` if no such
element is found.

UShortArray.first(predicate: (UShort) -> Boolean): UShort

- for (element in this) if (predicate(element)) return element
  throw NoSuchElementException("Array contains no element matching the predicate."

- Returns the first element, or `null` if the array is empty.

UByteArray.first(predicate: (UByte) -> Boolean): UByte

- for (element in this) if (predicate(element)) return element
  throw NoSuchElementException("Array contains no element matching the predicate.

- Returns the first element matching the given [predicate], or `null` if
  element was not found.

UIntArray.firstOrNull(): UInt

- Returns the first element, or `null` if the array is empty.

UShortArray.firstOrNull(): UShort

- Returns the first element, or `null` if the array is empty.

UIntArray.getOrElse(index: Int, defaultValue: (Int) -> UInt): UInt

- Returns an element at the given [index] or the result of calling the
  [defaultValue] function if the [index] is out of bounds of this array.

ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong

- Returns an element at the given [index] or the result of calling the
  [defaultValue] function if the [index] is out of bounds of this array.

UByteArray.getOrElse(index: Int, defaultValue: (Int) -> UByte): UByte

- Returns an element at the given [index] or the result of calling the
  [defaultValue] function if the [index] is out of bounds of this array.

UShortArray.getOrElse(index: Int, defaultValue: (Int) -> UShort): UShort

- Returns an element at the given [index] or the result of calling the
  [defaultValue] function if the [index] is out of bounds of this array.
UIntArray.getOrNull(index: Int): UInt? { return if (index >= 0 && index <= lastIndex) get(index) else null } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun ULongArray.getOrNull(index: Int): ULong? { return if (index >= 0 && index <= lastIndex) get(index) else null } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.getOrNull(index: Int): UByte? { return if (index >= 0 && index <= lastIndex) get(index) else null } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.getOrNull(index: Int): UShort? { return if (index >= 0 && index <= lastIndex) get(index) else null } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public inline fun UIntArray.indexOf(element: UInt): Int { return storage.indexOf(element.toInt()) } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public inline fun ULongArray.indexOf(element: ULong): Int { return storage.indexOf(element.toLong()) } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public inline fun UByteArray.indexOf(element: UByte): Int { return storage.indexOf(element.toByte()) } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public inline fun UShortArray.indexOf(element: UShort): Int { return storage.indexOf(element.toShort()) } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public inline fun UIntArray.indexOfFirst(predicate: (UInt) -> Boolean): Int { return storage.indexOfFirst { predicate(it.toUInt()) } } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public inline fun ULongArray.indexOfFirst(predicate: (ULong) -> Boolean): Int { return storage.indexOfFirst { predicate(it.toULong()) } } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public inline fun UByteArray.indexOfFirst(predicate: (UByte) -> Boolean): Int { return storage.indexOfFirst { predicate(it.toUByte()) } } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public inline fun UShortArray.indexOfFirst(predicate: (UShort) -> Boolean): Int { return storage.indexOfFirst { predicate(it.toUShort()) } } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public inline fun UIntArray.indexOfLast(predicate: (UInt) -> Boolean): Int { return storage.indexOfLast { predicate(it.toUInt()) } } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public inline fun ULongArray.indexOfLast(predicate: (ULong) -> Boolean): Int { return storage.indexOfLast { predicate(it.toULong()) } } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public inline fun UByteArray.indexOfLast(predicate: (UByte) -> Boolean): Int { return storage.indexOfLast { predicate(it.toUByte()) } } *\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public inline fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int { return storage.indexOfLast { predicate(it.toUShort()) } }
array does not contain such element.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.indexOfLast(predicate: (UShort) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUShort())
    }
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}
```

```kotlin
/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}
```

```kotlin
/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}
```

```kotlin
/**
 * Returns the last element, or `null` if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}
```

```kotlin
/**
 * Returns the last element, or `null` if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}
```

```kotlin
/**
 * Returns the last element, or `null` if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}
```

```kotlin
/**
 * Returns the last element, or `null` if the array does not contain element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}
```
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.lastOrNull(): UInt? { \n    return if (isEmpty()) null else this[size - 1]
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun ULongArray.lastOrNull(): ULong? { \n    return if (isEmpty()) null else this[size - 1]
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.lastOrNull(): UByte? { \n    return if (isEmpty()) null else this[size - 1]
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.lastOrNull(): UShort? { \n    return if (isEmpty()) null else this[size - 1]
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.lastOrNull(): UInt? { \n    return if (isEmpty()) null else this[size - 1]
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun ULongArray.lastOrNull(): ULong? { \n    return if (isEmpty()) null else this[size - 1]
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.lastOrNull(): UByte? { \n    return if (isEmpty()) null else this[size - 1]
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.lastOrNull(): UShort? { \n    return if (isEmpty()) null else this[size - 1]

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.lastOrNull(): UInt? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.lastOrNull(): ULong? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.lastOrNull(): UByte? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.lastOrNull(): UShort? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.lastOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.random(): UByte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(): UShort {
    return random(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.random(random: Random): UInt
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun ULongArray.random(random: Random): ULong
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.random(random: Random): UByte
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.random(random: Random): UShort

*/
randomness.

@throws NoSuchElementException if this array is empty.

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.random(random: Random): UShort {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.randomOrNull(): UInt? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.randomOrNull(): UByte? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.randomOrNull(): UShort? {
    return randomOrNull(Random)
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.single(): UInt {
    return storage.single().toUInt()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.single(): ULong {
    return storage.single().toULong()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.single(): UByte {
    return storage.single().toUByte()
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UShortArray.single(): UShort {
    return storage.single().toUShort()
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.single(predicate: (UInt) -> Boolean): UInt {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if
(!found) throw NoSuchElementException("Array contains no element matching the predicate.")
@Suppress("UNCHECKED_CAST")
return single as UInt

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.single(predicate: (ULong) -> Boolean): ULong {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as ULong
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.single(predicate: (UByte) -> Boolean): UByte {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as UByte
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.single(predicate: (UShort) -> Boolean): UShort {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    return single as UShort
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.singleOrNull(): UInt? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(): ULong? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(): UByte? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(): UShort? {
    return if (size == 1) this[0] else null
}
single element matching the given [predicate], or 'null' if element was not found or more than one element was found.

```kotlin
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

Returns a list containing all elements except first [n] elements.

```kotlin
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
public fun UIntArray.drop(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).toList()
}
```

Returns a list containing all elements except first [n] elements.

```kotlin
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
public fun ULongArray.drop(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).toList()
}
```

Returns a list containing all elements except first [n] elements.

```kotlin
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
public fun UByteArray.drop(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).toList()
}
```

Returns a list containing all elements except first [n] elements.

```kotlin
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
public fun UShortArray.drop(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0)).toList()
}
```

Returns a list containing all elements except first [n] elements.

```kotlin
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
public fun UIntArray.dropLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).toList()
}
```

Returns a list containing all elements except last [n] elements.

```kotlin
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
public fun ULongArray.dropLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).toList()
}
```

Returns a list containing all elements except last [n] elements.

```kotlin
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
public fun UByteArray.dropLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).toList()
}
```

Returns a list containing all elements except last [n] elements.

```kotlin
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
public fun UShortArray.dropLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0)).toList()
}
```

Returns a list containing all elements except last [n] elements.

```kotlin
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
public fun UIntArray.dropLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
    ```

Returns a list containing all elements except last elements that satisfy the given [predicate].

```kotlin
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
public fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0) {
    ```

Returns a list containing all elements except last elements that satisfy the given [predicate].

```kotlin
@SinceKotlin("1.3.1")
@ExperimentalUnsignedTypes
public fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0) {
    ```

Returns a list containing all elements except last elements that satisfy the given [predicate].
if (!predicate(this[index])) {
    return take(index + 1)
} else return emptyList()

*Returns a list containing all elements except last elements that satisfy the given [predicate].*

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong>
    { /* for (index in lastIndex downTo 0) */
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()

*Returns a list containing all elements except last elements that satisfy the given [predicate].*

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte>
    { /* for (index in lastIndex downTo 0) */
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort>
    { /* for (index in lastIndex downTo 0) */
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt>
    { /* var yielding = false */
        val list = ArrayList<UInt>()
        for (item in this)
            if (yielding)
                list.add(item)
            else if (!predicate(item)) {
                list.add(item)
                yielding = true
            }
        return list
    }

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong>
    { /* var yielding = false */
        val list = ArrayList<ULong>()
        for (item in this)
            if (yielding)
                list.add(item)
            else if (!predicate(item)) {
                list.add(item)
                yielding = true
            }
        return list
    }

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte>
    { /* var yielding = false */
        val list = ArrayList<UByte>()
        for (item in this)
            if (yielding)
                list.add(item)
            else if (!predicate(item)) {
                list.add(item)
                yielding = true
            }
        return list
    }

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort>
    { /* var yielding = false */
        val list = ArrayList<UShort>()
        for (item in this)
            if (yielding)
                list.add(item)
            else if (!predicate(item)) {
                list.add(item)
                yielding = true
            }
        return list
    }

/**
 * Returns a list containing only elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt>
    { /* return filterTo(ArrayList<UInt>(), predicate) */
        return emptyList()
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong>
    { /* return filterTo(ArrayList<ULong>(), predicate) */
        return emptyList()
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte>
    { /* return filterTo(ArrayList<UByte>(), predicate) */
        return emptyList()
    }

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort>
    { /* return filterTo(ArrayList<UShort>(), predicate) */
        return emptyList()
    }

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UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> { 
    return filterTo(ArrayList<UByte>(), predicate) * Returns a list containing only elements matching the given [predicate].
} *
*SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal-inline-only
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> { 
    return filterTo(ArrayList<UShort>(), predicate) * Returns a list containing only elements matching the given [predicate].
} *
*SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal-inline-only
public inline fun UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> { 
    return filterIndexedTo(ArrayList<UInt>(), predicate) * Returns a list containing only elements matching the given [predicate].
} *
*SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal-inline-only
public inline fun ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> { 
    return filterIndexedTo(ArrayList<ULong>(), predicate) * Returns a list containing only elements matching the given [predicate].
} *
*SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal-inline-only
public inline fun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> { 
    return filterIndexedTo(ArrayList<UByte>(), predicate) * Returns a list containing only elements matching the given [predicate].
} *
*SinceKotlin("1.3")*/
@ExperimentalUnsignedTypes
@kotlin.internal-inline-only
public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> { 
    return filterIndexedTo(ArrayList<UShort>(), predicate) * Returns a list containing only elements matching the given [predicate].
}
destination.add(element)
} return destination

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.filterNot(predicate: (UInt) -> Boolean): List<UInt> {
    return filterNotTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.filterNot(predicate: (ULong) -> Boolean): List<ULong> {
    return filterNotTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.filterNot(predicate: (UByte) -> Boolean): List<UByte> {
    return filterNotTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing all elements not matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.filterNot(predicate: (UShort) -> Boolean): List<UShort> {
    return filterNotTo(ArrayList<UShort>(), predicate)
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <C : MutableCollection<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <C : MutableCollection<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <C : MutableCollection<in UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <C : MutableCollection<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (!predicate(element)) destination.add(element)
    return destination
}

/**
 * Returns a list
containing elements at indices in the specified [indices] range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UIntArray.slice(indices: IntRange):
List<UInt> { |n in (indices.isEmpty()) return listOf().n return copyOfRange(indices.start, indices.endInclusive + 1).asList() |n/**n * Returns a list containing elements at indices in the specified [indices] range.
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun ULongArray.slice(indices: IntRange):
List<ULong> { |n in (indices.isEmpty()) return listOf().n return copyOfRange(indices.start, indices.endInclusive + 1).asList() |n/**n * Returns a list containing elements at indices in the specified [indices] range.
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UByteArray.slice(indices: IntRange):
List<UByte> { |n in (indices.isEmpty()) return listOf().n return copyOfRange(indices.start, indices.endInclusive + 1).asList() |n/**n * Returns a list containing elements at indices in the specified [indices] range.
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UShortArray.slice(indices: IntRange):
List<UShort> { |n in (indices.isEmpty()) return listOf().n return copyOfRange(indices.start, indices.endInclusive + 1).asList() |n/**n * Returns a list containing elements at indices in the specified [indices] range.
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UIntArray.slice(indices: Iterable<Int>): List<UInt> { |n val size = indices.collectionSizeOrDefault(10) |n if (size == 0) return emptyList().n val list = ArrayList<UInt>(size) for (index in indices) { |n list.add(get(index)) |n } return list
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun ULongArray.slice(indices: Iterable<Int>): List<ULong> { |n val size = indices.collectionSizeOrDefault(10) |n if (size == 0) return emptyList().n val list = ArrayList<ULong>(size) for (index in indices) { |n list.add(get(index)) |n } return list
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UByteArray.slice(indices: Iterable<Int>): List<UByte> { |n val size = indices.collectionSizeOrDefault(10) |n if (size == 0) return emptyList().n val list = ArrayList<UByte>(size) for (index in indices) { |n list.add(get(index)) |n } return list
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UShortArray.slice(indices: Iterable<Int>): List<UShort> { |n val size = indices.collectionSizeOrDefault(10) |n if (size == 0) return emptyList().n val list = ArrayList<UShort>(size) for (index in indices) { |n list.add(get(index)) |n } return list
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray { |n return UIntArray(storage.sliceArray(indices)).n
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray { |n return ULongArray(storage.sliceArray(indices)).n
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray { |n return UByteArray(storage.sliceArray(indices)).n
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray { |n return UShortArray(storage.sliceArray(indices)).n
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UIntArray.sliceArray(indices: IntRange): UIntArray { |n return UIntArray(storage.sliceArray(indices)).n
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun ULongArray.sliceArray(indices: IntRange): ULongArray { |n return ULongArray(storage.sliceArray(indices)).n
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UByteArray.sliceArray(indices: IntRange): UByteArray { |n return UByteArray(storage.sliceArray(indices)).n
} @SinceKotlin("1.3") @ExperimentalUnsignedTypes fun UShortArray.sliceArray(indices: IntRange): UShortArray { |n return UShortArray(storage.sliceArray(indices)).n
}
UShortArray.sliceArray(indices: IntRange): UShortArray

@SinceKotlin("1.3")
@experimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {
    if (n < 0) throw IllegalArgumentException("Requested element count \$n is less than zero."\n
    if (n == 0) return emptyList()\n    if (n == 1) return listOf(this[0])\n    var list = ArrayList<UInt>(n)\n    for (item in this) {
        list.add(item)\n        if (++count == n) break\n    }\n    return list\n}

@SinceKotlin("1.3")
@experimentalUnsignedTypes
public fun ULongArray.take(n: Int): List<ULong> {
    if (n < 0) throw IllegalArgumentException("Requested element count \$n is less than zero."\n
    if (n == 0) return emptyList()\n    if (n == 1) return listOf(this[0])\n    val list = ArrayList<ULong>(n)\n    for (index in size - n until size) {
        list.add(this[index])\n    }\n    return list\n}

@SinceKotlin("1.3")
@experimentalUnsignedTypes
public fun UByteArray.take(n: Int): List<UByte> {
    if (n < 0) throw IllegalArgumentException("Requested element count \$n is less than zero."\n
    if (n == 0) return emptyList()\n    if (n == 1) return listOf(this[0])\n    val list = ArrayList<UByte>(n)\n    for (index in size - n until size) {
        list.add(this[index])\n    }\n    return list\n}

@SinceKotlin("1.3")
@experimentalUnsignedTypes
public fun UShortArray.take(n: Int): List<UShort> {
    if (n < 0) throw IllegalArgumentException("Requested element count \$n is less than zero."\n
    if (n == 0) return emptyList()\n    if (n == 1) return listOf(this[0])\n    val list = ArrayList<UShort>(n)\n    for (index in size - n until size) {
        list.add(this[index])\n    }\n    return list\n}
size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<n>()
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return drop(index + 1)
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return drop(index + 1)
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return drop(index + 1)
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index]))
            return drop(index + 1)
    return toList()
}

/**
 * Reverses elements in the array in-place.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reverse(): Unit
    storage.reverse()
UBByteArray.reverse(): Unit {ln storage.reverse()ln }\n\n/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reverse(): Unit {ln storage.reverse()ln }\n\n/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes fun UintArray.reversed(): List<UInt> {ln if (isEmpty()) return emptyList()ln val list = toMutableList()ln list.reverse()ln return list()ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reversed(): List<Long> {ln if (isEmpty()) return emptyList()ln val list = tomutableList()ln list.reverse()ln return list()ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reversed(): List<Byte> {ln if (isEmpty()) return emptyList()ln val list = tomutableList()ln list.reverse()ln return list()ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reversed(): List<Short> {ln if (isEmpty()) return emptyList()ln val list = tomutableList()ln list.reverse()ln return list()ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun
UIntArray.reversedArray(): UIntArray {ln return UIntArray(storage.reversedArray())ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun
ULongArray.reversedArray(): ULongArray {ln return ULongArray(storage.reversedArray())ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun
UByteArray.reversedArray(): UByteArray {ln return UByteArray(storage.reversedArray())ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic inline fun
UShortArray.reversedArray(): UShortArray {ln return UShortArray(storage.reversedArray())ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic fun
UIntArray.sortDescending(): Unit {ln if (size > 1) {ln sort()ln reverse()ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic fun
ULongArray.sortDescending(): Unit {ln if (size > 1) {ln sort()ln reverse()ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic fun
UByteArray.sortDescending(): Unit {ln if (size > 1) {ln sort()ln reverse()ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic fun
UShortArray.sortDescending(): Unit {ln if (size > 1) {ln sort()ln reverse()ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic fun
UintArray.sorted(): List<UInt> {ln return copyOf().apply { sort() }.asList()ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic fun
ULongArray.sorted(): List<Long> {ln return copyOf().apply { sort() }.asList()ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic fun
UByteArray.sorted(): List<Byte> {ln return copyOf().apply { sort() }.asList()ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic fun
UShortArray.sorted(): List<Short> {ln return copyOf().apply { sort() }.asList()ln }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic fun
UIntArray.sortedArray(): UIntArray {ln if (isEmpty()) return thisln return this.copyOf().apply { sort() }\n
/*@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly\npublic fun
ULongArray.sortedArray(): ULongArray
if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedArray(): UByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedArray(): UShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedArrayDescending(): UIntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedArrayDescending(): ULongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.sortedDescending(): List<UInt> {
    return copyOf().apply { sort() }.reversed()
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.sortedDescending(): List<ULong> {
    return copyOf().apply { sort() }.reversed()
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sortedDescending(): List<UByte> {
    return copyOf().apply { sort() }.reversed()
}

/**
 * Returns a list of all elements sorted descending according to their natural sort order.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sortedDescending(): List<UShort> {
    return copyOf().apply { sort() }.reversed()
}

/**
 * Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.asByteArray(): ByteArray {
    return storage
}

/**
 * Returns an array of type [IntArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.asIntArray(): IntArray {
    return storage
}

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.asList(): List<UInt>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.asList(): List<ULong>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.asList(): List<UByte>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UShortArray.asList(): List<UShort>

/**
 * Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.asByteArray(): ByteArray {
    return storage
}

/**
 * Returns an array of type [ByteArray], which is a view of this array where each element is a signed reinterpretation
 * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.asByteArray(): ByteArray {
    return storage
}

/**
 * Returns an array of type [LongArray], which is a view of this array where each element is
a signed reinterpretation of the corresponding element of this array.

*\@SinceKotlin("1.3.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\}public inline fun ULongArray.asLongArray(): LongArray {
    return storage
}

/**
 * Returns an array of type [ShortArray], which is a view of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
*\@SinceKotlin("1.3.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\}public inline fun UShortArray.asShortArray(): ShortArray {
    return storage
}

/**
 * Returns an array of type [UByteArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
*\@SinceKotlin("1.3.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\}public inline fun ByteArray.asUByteArray(): UByteArray {
    return UByteArray(this)
}

/**
 * Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
*\@SinceKotlin("1.3.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\}public inline fun IntArray.asUIntArray(): UIntArray {
    return storage
}

/**
 * Returns a string representation of the contents of the specified array as if it is [List].
 */
*\@SinceKotlin("1.3.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\}public fun UByteArray.contentTo

```
public fun ULongArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Returns a string representation of the contents of the specified
 * array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
public fun UByteArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Returns a string representation of the contents of the specified
 * array as if it is [List].
 * 
 * @sample samples.collections.Arrays.ContentOperations.contentToString
 */
public fun UShortArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Copies this array or its subrange into the [destination] array
 * and returns that array.
 * 
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * 
 * @return the [destination] array.
 */
public inline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
    destination.storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * 
 * @return the [destination] array.
 */
public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
    destination.storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * 
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * 
 * @return the [destination] array.
 */
public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
    destination.storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}
0 by default. * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default. * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. * @returns the [destination] array.

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun
UShortArray.copyOf(): UShortArray {
    storage.copyOf() @return the copy of the original array.
}

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun
UIntArray.copyOf(): UIntArray {
    return UIntArray(storage.copyOf())
}

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun
ULongArray.copyOf(): ULongArray {
    return ULongArray(storage.copyOf())
}

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun
UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}

*An@SinceKotlin("1.3")@n@ExperimentalUnsignedTypes@n@kotlin.internal.InlineOnly@n@public inline fun
UShortArray.copyOf(): UShortArray {
    return UShortArray(storage.copyOf())
}

Returns new array which is a copy of the original array.

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Returns new array which is a copy of the original array.
```kotlin
public inline fun UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {
    return UIntArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in \[0..array.size]\n * @param toIndex the end of the range (exclusive), must be in \(fromIndex..array.size\)
 */
public inline fun ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in \[0..array.size]\n * @param toIndex the end of the range (exclusive), must be in \(fromIndex..array.size\)
 */
public inline fun UByteArray.copyOfRange(fromIndex: Int, toIndex: Int): UByteArray {
    return UByteArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in \[0..array.size]\n * @param toIndex the end of the range (exclusive), must be in \(fromIndex..array.size\)
 */
public inline fun UShortArray.copyOfRange(fromIndex: Int, toIndex: Int): UShortArray {
    return UShortArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toInt(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
public fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex)
}

/**
 * Returns the range of valid indices for the array.
 */
public inline val UIntArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
public inline val ULongArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
public inline val UByteArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
public inline val UShortArray.indices: IntRange
    get() = storage.indices
```

get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UShortArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline
operator fun UShortArray.plus(element: UShort): UShortArray {
    return UShortArray(storage + element.toShort())
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public operator
fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public operator
fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public operator
fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public operator
fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public operator
fun UIntArray.plus(elements: UIntArray): UIntArray {
    return UIntArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public operator
fun ULongArray.plus(elements: ULongArray): ULongArray {
    return ULongArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public operator
fun UByteArray.plus(elements: UByteArray): UByteArray {
    return UByteArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public operator
fun UShortArray.plus(elements: UShortArray): UShortArray {
    return UShortArray(storage + elements.storage)
}
```kotlin
UByteArray.plus(elements: UByteArray): UByteArray {
    return UByteArray(storage + elements.storage)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given elements array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun UIntArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Sorts the array in-place.
 * 
 * @sample samples.collections.Arrays.Sorting.sortArray
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public fun ULongArray.sort(): Unit {
    if (size > 1) sortArray(this)
}

/**
 * Returns an array of type [ByteArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.toByteArray(): ByteArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [IntArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.toIntArray(): IntArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [LongArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.toLongArray(): LongArray {
    return storage.copyOf()
}

/**
 * Returns an array of type [ShortArray], which is a copy of this array where each element is a signed reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.toShortArray(): ShortArray {
    return storage.copyOf()
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UIntArray.toTypedArray(): Array<UInt> {
    return Array(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun ULongArray.toTypedArray(): Array<ULong> {
    return Array(size) { index -> this[index] }
}

/**
 * Returns a *typed* object array containing all of the elements of this primitive array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UByteArray.toTypedArray(): Array<UByte> {
    return Array(size) { index -> this[index] }
}

/**
 * Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun UByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}
```

`return UIntArray(size) { index -> this[index] };` *Returns an array of type [UIntArray], which is a copy of this array where each element is an unsigned reinterpretation* of the corresponding element of this array.

`return ULongArray { return ULongArray(this.copyOf()); };` *Returns a copy of this array where each element is an unsigned reinterpretation* of the corresponding element of this array.

`return UShortArray { return UShortArray(this.copyOf()); };` *Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.*

`return UByteArray { return UByteArray(this.copyOf()); };` *Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.*

`return UShortArray { return UShortArray(this.copyOf()); };` *Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.*

`return UByteArray { return UByteArray(this.copyOf()); };` *Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.*

`return UShortArray { return UShortArray(this.copyOf()); };` *Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.*

`return UByteArray { return UByteArray(this.copyOf()); };` *Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.*

`return UShortArray { return UShortArray(this.copyOf()); };` *Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.*
element of original array, to the given [destination].

```kotlin
*A@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
@public inline fun <R, C : 
MutableCollection<R>> UByteArray.flatMapTo(destination: C, transform: (UByte) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each
 * element of original array, to the given [destination].
 */
*A@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
@public inline fun <R, C : 
MutableCollection>R>> UShortArray.flatMapTo(destination: C, transform: (UShort) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the
 * original array.
 */
*A@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
@public inline fun <K>
UIntArray.groupBy(keySelector: (UInt) -> K): Map<K, List<UInt>> {
    return groupByTo(LinkedHashMap<K, 
MutableList<UInt>>(), keySelector)"
```
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V> ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function and returns a map where each group key is associated
 * with a list of corresponding values.
 * The returned map preserves the entry iteration order of the keys produced from the original array.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<in K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<in K, MutableList<ULong>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<ULong>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<in K, MutableList<UByte>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UByte>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and puts to the [destination] map each group key associated with a list of corresponding elements.
 * 
 * @return The [destination] map.
 * 
 * @sample samples.collections.Collections.Transformations.groupBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<in K, MutableList<UShort>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UShort>()
        }
        list.add(element)
    }
    return destination
}
[keySelector] function applied to the element\n * and puts to the [destination] map each group key associated with a
list of corresponding values.\n * \n * @return The [destination] map.\n * \n * @sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V,
M : MutableMap<in K, MutableList<V>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K,
valueTransform: (UInt) -> V): M {\n for (element in this) {\n
val key = keySelector(element)\n
val list =
destination.getOrPut(key) { ArrayList<V>() }\n
list.add(valueTransform(element))\n }\n return
destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
[destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination]
map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V,
M : MutableMap<in K, MutableList<V>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K,
valueTransform: (ULong) -> V): M {\n for (element in this) {\n
val key = keySelector(element)\n
val list
= destination.getOrPut(key) { ArrayList<V>() }\n
list.add(valueTransform(element))\n }\n return
destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
[destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination]
map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V,
M : MutableMap<in K, MutableList<V>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K,
valueTransform: (UByte) -> V): M {\n for (element in this) {\n
val key = keySelector(element)\n
val list
= destination.getOrPut(key) { ArrayList<V>() }\n
list.add(valueTransform(element))\n }\n return
destination\n}\n\n/**\n * Groups values returned by the [valueTransform] function applied to each element of the
original array\n * by the key returned by the given [keySelector] function applied to the element\n * and puts to the
[destination] map each group key associated with a list of corresponding values.\n * \n * @return The [destination]
map.\n * \n * @sample samples.collections.Collections.Transformations.groupByKeysAndValues\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <K, V,
M : MutableMap<in K, MutableList<V>>> UShortArray.groupByTo(destination: M, keySelector: (UShort) -> K,
valueTransform: (UShort) -> V): M {\n for (element in this) {\n
val key = keySelector(element)\n
val list
= destination.getOrPut(key) { ArrayList<V>() }\n
list.add(valueTransform(element))\n }\n return
destination\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each
element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UIntArray.map(transform: (UInt) -> R): List<R> {\n return mapTo(ArrayList<R>(size), transform)\n}\n\n/**\n *
Returns a list containing the results of applying the given [transform] function\n * to each element in the original
array.\n * \n * @sample samples.collections.Collections.Transformations.map\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
ULongArray.map(transform: (ULong) -> R): List<R> {\n return mapTo(ArrayList<R>(size),
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element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UByteArray.map(transform: (UByte) -> R): List<R> {\n return mapTo(ArrayList<R>(size),
transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each
element in the original array.\n * \n * @sample samples.collections.Collections.Transformations.map\n
*/\n@SinceKotlin(\"1.3\")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <R>
UShortArray.map(transform: (UShort) -> R): List<R> {\n return mapTo(ArrayList<R>(size),
transform)\n}\n\n/**\n * Returns a list containing the results of applying the given [transform] function\n * to each

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element and its index in the original array.

* @param [transform] function that takes the index of an element and
the element itself &n * and returns the result of the transform applied to the element.

* @param 

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* @param 

* @param [transform] function that takes the index of an element and the element itself &n * and returns the result of the transform applied to the element.
destination.add(transform(item))
        return destination
    }

    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public fun <R, C : MutableCollection<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {
        for (item in this)
            destination.add(transform(item))
        return destination
    }

    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
        for (item in this)
            destination.add(transform(item))
        return destination
    }

    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public fun <R, C : MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
        for (item in this)
            destination.add(transform(item))
        return destination
    }

    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    public fun UIntArray.withIndex(): Iterable<IndexedValue<UInt>> {
        return IndexingIterable { iterator() }
    }

    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    public fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> {
        return IndexingIterable { iterator() }
    }

    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    public fun UByteArray.withIndex(): Iterable<IndexedValue<UByte>> {
        return IndexingIterable { iterator() }
    }

    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    public fun UShortArray.withIndex(): Iterable<IndexedValue<UShort>> {
        return IndexingIterable { iterator() }
    }

    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public inline fun <R, C : MutableCollection<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {
        for (item in this)
            destination.add(transform(item))
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    public inline fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
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    public inline fun <R, C : MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
        for (item in this)
            destination.add(transform(item))
        return destination
    }

    /**
     * Returns `true` if all elements match the given [predicate].
     * 
     * @sample samples.collections.Collections.Aggregates.any
     */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public inline fun UIntArray.any(): Boolean {
        return storage.any()
    }

    /**
     * Returns `true` if array has at least one element.
     * 
     * @sample samples.collections.Collections.Aggregates.any
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    /**
     * Returns `true` if all elements match the given [predicate].
     * 
     * @sample samples.collections.Collections.Aggregates.all
     */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
        for (element in this)
            if (!predicate(element)) return false
        return true
    }

    /**
     * Returns `true` if all elements match the given [predicate].
     * 
     * @sample samples.collections.Collections.Aggregates.all
     */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
        for (element in this)
            if (!predicate(element)) return false
        return true
    }

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     */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
        for (element in this)
            if (!predicate(element)) return false
        return true
    }

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     * Returns `true` if all elements match the given [predicate].
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     */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
        for (element in this)
            if (!predicate(element)) return false
        return true
    }

    /**
     * Returns `true` if all elements match the given [predicate].
     * 
     * @sample samples.collections.Collections.Aggregates.all
     */
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    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
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            if (!predicate(element)) return false
        return true
    }

    /**
     * Returns `true` if all elements match the given [predicate].
     * 
     * @sample samples.collections.Collections.Aggregates.all
     */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
        for (element in this)
            if (!predicate(element)) return false
        return true
    }

    /**
     * Returns `true` if array has at least one element.
     * 
     * @sample samples.collections.Collections.Aggregates.any
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    @SinceKotlin("1.3")
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    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
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        return storage.any()
    }

    /**
     * Returns `true` if array has at least one element.
     * 
     * @sample samples.collections.Collections.Aggregates.any
     */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public fun UShortArray.any(): Boolean {
        return storage.any()
    }
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.any(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.any(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.count(predicate: (UInt) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
(element in this) accumulator = operation(accumulator, element)

return accumulator

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldIndexed(initial: R, operation: (Int, acc: R, UInt) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldIndexed(initial: R, operation: (Int, acc: R, ULong) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldIndexed(initial: R, operation: (Int, acc: R, UByte) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value
 * and the element itself, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
return accumulator

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 */
*@

*S@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UIntArray.foldRightIndexed(initial: R, operation: (index: Int, UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    } return accumulator

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
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@kotlin.internal.InlineOnly
@public inline fun <R> ULongArray.foldRightIndexed(initial: R, operation: (index: Int, ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    } return accumulator

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
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*S@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (index: Int, UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    } return accumulator

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 */
*@

*S@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun <R> UShortArray.foldRightIndexed(initial: R, operation: (index: Int, UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    } return accumulator

/**
 * Performs the given [action] on each element.
 */
*@

*S@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.forEach(action: (UInt) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
*@

*S@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.forEach(action: (ULong) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
*@

*S@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
*@

*S@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.forEach(action: (UShort) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the desired action on the element.
 */
*@

*S@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the desired action on the element.
 */
*@

*S@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the desired action on the element.
 */
*@

*S@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself and performs the desired action on the element.
 */
*@

*S@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {\n    var index = 0
    for (item in this) {\n        action(index++, item)
    }
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
*@
Since Kotlin("1.3")@* ExperimentalUnsignedTypes
@* kotlin.internal.InlineOnly
@* public inline fun
UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {\n    var index = 0
    for (item in this) {\n        action(index++, item)
    }
}

/**
 * Performs the given [action] on each element, providing sequential index with
 * the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
*@
Since Kotlin("1.3")@* ExperimentalUnsignedTypes
@* kotlin.internal.InlineOnly
@* public inline fun
UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {\n    var index = 0
    for (item in this) {\n        action(index++, item)
    }
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.max(): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@Since Kotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.max(): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@Since Kotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.max(): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@Since Kotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.max(): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value of the given function or
 * `null` if there are no elements.
 */
@Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.maxBy(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@Since Kotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
maxElem = this[0]
val lastIndex = this.lastIndex
if (lastIndex == 0) return maxElem
var maxValue = selector(maxElem)
for (i in 1..lastIndex) {
    val e = this[i]
    val v = selector(e)
    if (maxValue < v) {
        maxElem = e
        maxValue = v
    }
}
return maxElem
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.maxWith(comparator: Comparator<Int>): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.maxWith(comparator: Comparator<Long>): ULong? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.maxWith(comparator: Comparator<Byte>): UByte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.maxWith(comparator: Comparator<Short>): UShort? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.min(): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.min(): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.min(): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.min(): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UIntArray.minBy(selector: (UInt) -> R): UInt? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> ULongArray.minBy(selector: (ULong) -> R): ULong? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}
Comparable<R>> UByteArray.minBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(): Boolean {
    return isEmpty()
}
public inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Checks if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value
 * and each element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value
 * and each element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value
 * and each element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value
 * and each element.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value
 * and each element.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun ULongArray.reduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun UByteArray.reduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * 
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 * 
 * @sample samples.collections.Collections.Aggregates.reduce
 */
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
samples.collections.Collections.Aggregates.reduceRight

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun ULongArray.reduceRight( operation: (ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    while (index >= 0) {
        var accumulator = get(index--)
        var temp = operation(accumulator, acc)
        acc = temp
    }
    return acc
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.

@sample samples.collections.Collections.Aggregates.reduceRight

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceRight( operation: (UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    while (index >= 0) {
        var accumulator = get(index--)
        var temp = operation(accumulator, acc)
        acc = temp
    }
    return acc
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.

@sample samples.collections.Collections.Aggregates.reduceRight

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduceRight( operation: (UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    while (index >= 0) {
        var accumulator = get(index--)
        var temp = operation(accumulator, acc)
        acc = temp
    }
    return acc
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element with its index in the original array and current accumulator value.

@sample samples.collections.Collections.Aggregates.reduceRightIndexed

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UIntArray.reduceRightIndexed( operation: (index: Int, UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    while (index >= 0) {
        var accumulator = get(index--)
        var temp = operation(index, accumulator, acc)
        acc = temp
    }
    return acc
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element with its index in the original array and current accumulator value.

@sample samples.collections.Collections.Aggregates.reduceRightIndexed

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UByteArray.reduceRightIndexed( operation: (index: Int, UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    while (index >= 0) {
        var accumulator = get(index--)
        var temp = operation(index, accumulator, acc)
        acc = temp
    }
    return acc
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element with its index in the original array and current accumulator value.

@sample samples.collections.Collections.Aggregates.reduceRightIndexed

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
@public inline fun UShortArray.reduceRightIndexed( operation: (index: Int, UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    while (index >= 0) {
        var accumulator = get(index--)
        var temp = operation(index, accumulator, acc)
        acc = temp
    }
    return acc
}
samples.collections.Collections.Aggregates.reduceRightIndexed
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n@public inline fun UShortArray.reduceRightIndexed(operation: (Int, UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index--), accumulator)
        --index
    }
    return accumulator
}

/**
 * Runs a function on each element of an array starting from the right side of the array,
 * with the return value of each function call being passed as the left operand of the next call.
 * Returns the final result of the right-most element.
 * 
 * @param operation The function to be called on each element of the array.
 * @param initial The initial value to start the reduction.
 * @sample samples.collections.Collections.Aggregates.reduceRight

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun UShortArray.reduceRight(operation: (UShort, UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
        --index
    }
    return accumulator
}

/**
 * Runs a function on each element of an array starting from the right side of the array,
 * with the return value of each function call being passed as the left operand of the next call.
 * Returns the final result of the right-most element.
 * 
 * @param operation The function to be called on each element of the array.
 * @param initial The initial value to start the reduction.
 * @sample samples.collections.Collections.Aggregates.reduceRight

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
public inline fun UShortArray.reduce(operation: (UShort, UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(index--))
        --index
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying
 * a function from left to right, starting with an initial value.
 * 
 * @param operation The function to be called on each element of the array.
 * @param initial The initial value to start the accumulation.
 * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
    UShort {
        var index = lastIndex
        if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
        var accumulator = get(index--)
        while (index >= 0) {
            accumulator = operation(accumulator, get(index--))
            --index
        }
        return accumulator
    }

/**
 * Returns a list containing successive accumulation values generated by applying
 * a function from left to right, starting with an initial value.
 * 
 * @param operation The function to be called on each element of the array.
 * @param initial The initial value to start the accumulation.
 * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
    UShort {
        var index = lastIndex
        if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
        var accumulator = get(index--)
        while (index >= 0) {
            accumulator = operation(accumulator, get(index--))
            --index
        }
        return accumulator
    }

/**
 * Returns a list containing successive accumulation values generated by applying
 * a function from left to right, starting with an initial value.
 * 
 * @param operation The function to be called on each element of the array.
 * @param initial The initial value to start the accumulation.
 * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
    UShort {
        var index = lastIndex
        if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
        var accumulator = get(index--)
        while (index >= 0) {
            accumulator = operation(accumulator, get(index--))
            --index
        }
        return accumulator
    }

/**
 * Returns a list containing successive accumulation values generated by applying
 * a function from left to right, starting with an initial value.
 * 
 * @param operation The function to be called on each element of the array.
 * @param initial The initial value to start the accumulation.
 * @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
    UShort {
        var index = lastIndex
        if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
        var accumulator = get(index--)
        while (index >= 0) {
            accumulator = operation(accumulator, get(index--))
            --index
        }
        return accumulator
    }
*\[\text{@SinceKotlin("1.3")}\] *\@ExperimentalStdlibApi\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly
\n\public inline fun \<R\> ULongArray.scan(initial: \R\, operation: (acc: \R\, ULong) -> \R\): List<\R\> \{ if (isNullOrEmpty()) return listOf(initial) \val result = ArrayList<\R\>(size + 1).apply { add(initial) } \var accumulator = initial \n for (element in this) \{ \n accumulator = operation(accumulator, element) \n result.add(accumulator) \n \} \n return result\n\}*/

\*\[\text{@SinceKotlin("1.3")}\] *\@ExperimentalStdlibApi\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly
\n\public inline fun \<R\> UByteArray.scan(initial: \R\, operation: (acc: \R\, UByte) -> \R\): List<\R\> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right:
 * to each element and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */

*\[\text{@SinceKotlin("1.3")}\] *\@ExperimentalStdlibApi\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly
\n\public inline fun \<R\> UShortArray.scan(initial: \R\, operation: (acc: \R\, UShort) -> \R\): List<\R\> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right:
 * to each element and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */

*\[\text{@SinceKotlin("1.3")}\] *\@ExperimentalStdlibApi\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly
\n\public inline fun \<R\> UIntArray.scanIndexed(initial: \R\, operation: (index: Int, acc: \R\, UInt) -> \R\): List<\R\> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right:
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */

*\[\text{@SinceKotlin("1.3")}\] *\@ExperimentalStdlibApi\*\@ExperimentalUnsignedTypes\*\@kotlin.internal.InlineOnly
\n\public inline fun \<R\> ULongArray.scanIndexed(initial: \R\, operation: (index: Int, acc: \R\, ULong) -> \R\): List<\R\> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right:
 * to each element, its index in the original array and current accumulator value that starts with [initial] value.
 * Note that ‘acc’ value passed to [operation] function should not be mutated;
 * otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* @param \[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* @sample samples.collections.Collections.Aggregates.scan

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal-inline
public inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<\(size + 1\).apply { add(initial) } var accumulator = initial for (index in indices) { accumulator = operation(index, accumulator, this[index])\n    result.add(accumulator)\n    )\n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right in \n * to each element, its index in the original array and current accumulator value that starts with \n * initial value.\n * Note that `acc` value passed to \[operation\] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n *\n * @param \[operation\] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n
* @sample samples.collections.Collections.Aggregates.scan

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal-inline
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) } var accumulator = initial for (index in indices) { accumulator = operation(index, accumulator, this[index])\n    result.add(accumulator)\n    )\n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying \[operation\] from left to right in \n * to each element and current accumulator value that starts with the first element of this array.\n * Note that `acc` value passed to \[operation\] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n *\n * @param \[operation\] function that takes current accumulator value and an element, and calculates the next accumulator value.\n
* @sample samples.collections.Collections.Aggregates.scanReduce

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal-inline
public inline fun UIntArray.scanReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply { add(accumulator) } for (index in 1 until size) { accumulator = operation(accumulator, this[index])\n    result.add(accumulator)\n    )\n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying \[operation\] from left to right in \n * to each element and current accumulator value that starts with the first element of this array.\n * Note that `acc` value passed to \[operation\] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n *\n * @param \[operation\] function that takes current accumulator value and an element, and calculates the next accumulator value.\n
* @sample samples.collections.Collections.Aggregates.scanReduce

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal-inline
public inline fun ULongArray.scanReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply { add(accumulator) } for (index in 1 until size) { accumulator = operation(accumulator, this[index])\n    result.add(accumulator)\n    )\n    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying \[operation\] from left to right in \n * to each element and current accumulator value that starts with the first element of this array.\n * Note that `acc` value passed to \[operation\] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n *\n * @param \[operation\] function that takes current accumulator value and an element, and calculates the next accumulator value.\n
* @sample samples.collections.Collections.Aggregates.scanReduce

*/
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal-inline
public inline fun UByteArray.scanReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply { add(accumulator) } for (index in 1 until size) { accumulator = operation(accumulator, this[index])\n    result.add(accumulator)\n    )\n    return result
}
starts with the first element of this array.\n* \n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.scanReduce

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply {
        add(accumulator) \n        for (index in 1 until size) { \n            accumulator = operation(accumulator, this[index])\n            add(accumulator)\n        }\n        return result\n    }\n    \n    * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n* \n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.scanReduce

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UIntArray.scanReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply {
        add(accumulator) \n        for (index in 1 until size) { \n            accumulator = operation(index, accumulator, this[index])\n            add(accumulator)\n        }\n        return result\n    }\n    \n    * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n* \n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.scanReduce

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun ULongArray.scanReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply {
        add(accumulator) \n        for (index in 1 until size) { \n            accumulator = operation(index, accumulator, this[index])\n            add(accumulator)\n        }\n        return result\n    }\n    \n    * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n* \n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.scanReduce

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public fun UByteArray.scanReduceIndexed(operation: (index: Int, acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply {
        add(accumulator) \n        for (index in 1 until size) { \n            accumulator = operation(index, accumulator, this[index])\n            add(accumulator)\n        }\n        return result\n    }\n    \n    * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n* \n* Note that `acc` value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* \n* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n* \n* @sample samples.collections.Collections.Aggregates.scanReduce
**Public inline fun**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

**Returns the sum of all values produced by [selector] function applied to each element in the array.**

**Public inline fun**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

**Returns the sum of all values produced by [selector] function applied to each element in the array.**

**Public inline fun**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumBy(selector: (ULong) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

**Returns the sum of all values produced by [selector] function applied to each element in the array.**

**Public inline fun**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumBy(selector: (UByte) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

**Returns the sum of all values produced by [selector] function applied to each element in the array.**

**Public inline fun**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumBy(selector: (UShort) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

**Returns the sum of all values produced by [selector] function applied to each element in the array.**

**Public inline fun**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

**Returns the sum of all values produced by [selector] function applied to each element in the array.**

**Public inline fun**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

**Returns the sum of all values produced by [selector] function applied to each element in the array.**

**Public inline fun**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumByDouble(selector: (UByte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

**Returns the sum of all values produced by [selector] function applied to each element in the array.**

**Public inline fun**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumByDouble(selector: (UShort) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

**Returns the sum of all values produced by [selector] function applied to each element in the array.**

**Public inline fun**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

**Returns a list of pairs built from the elements of ‘this’ array and the [other] array with the same index.**

**Public inline fun**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.zip(other: Array<out R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

**Returns a list of pairs built from the elements of ‘this’ array and the [other] array with the same index.**

**Public inline fun**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.zip(other: Array<out R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

**Returns a list of pairs built from the elements of ‘this’ array and the [other] array with the same index.**

**Public inline fun**

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.zip(other: Array<out R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

**Returns a list of pairs built from the elements of ‘this’ array and the [other] array with the same index.**

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R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }\n}|n/**\n* Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.\n* The returned list has length of the shortest collection.\n* * @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@public infix fun <\R> UShortArray.zip(\other: \Array<out R>): List<Pair<UShort, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }\n}|n/**\n* Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@public inline fun <\R> UShortArray.zip(other: \Array<out R>, transform: \(a: UInt, b: R) -> V): List<V> { \n    val list = ArrayList<V>(size)\n    for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}|n/**\n* Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@public inline fun <\R> ULongArray.zip(other: \Array<out R>, transform: \(a: ULong, b: R) -> V): List<V> { \n    val list = ArrayList<V>(size)\n    for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}|n/**\n* Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@public inline fun <\R> UByteArray.zip(other: \Array<out R>, transform: \(a: UByte, b: R) -> V): List<V> { \n    val list = ArrayList<V>(size)\n    for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}|n/**\n* Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@public inline fun <\R> UIntArray.zip(other: \Array<out R>, transform: \(a: UInt, b: R) -> V): List<V> { \n    val list = ArrayList<V>(size)\n    for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n    return list\n}|n/**\n* Returns a list of values built from the elements of `this` array and the [other] array with the same index\n* using the provided [transform] function applied to each pair of elements.\n* The returned list has length of the shortest collection.\n* * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@public inline fun <\R> UIntArray.zip(other: \Iterable<R>): List<Pair<UInt, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }\n}|n/**\n* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n* The returned list has length of the shortest collection.\n* * @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@public inline fun <\R> ULongArray.zip(other: \Iterable<R>): List<Pair<ULong, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }\n}|n/**\n* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n* The returned list has length of the shortest collection.\n* * @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@public inline fun <\R> UByteArray.zip(other: \Iterable<R>): List<Pair<UByte, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }\n}|n/**\n* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n* The returned list has length of the shortest collection.\n* * @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@public inline fun <\R> UShortArray.zip(other: \Iterable<R>): List<Pair<UShort, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }\n}|n/**\n* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n* The returned list has length of the shortest collection.\n* * @sample samples.collections.Iterables.Operations.zipIterable

@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@public inline fun <\R> UShortArray.zip(other: \Iterable<R>): List<Pair<UShort, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }\n}|n/**\n* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.\n* The returned list has length of the shortest collection.\n* * @sample samples.collections.Iterables.Operations.zipIterable
Iterable<R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }\n} \n/* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n*/

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic inline fun <R, V> UIntArray.zip(other: Iterable<R>, transform: (a: UInt, b: R) -> V): List<V> {
    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {
        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n} \n/* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n*/

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic inline fun <R, V> ULongArray.zip(other: Iterable<R>, transform: (a: ULong, b: R) -> V): List<V> {
    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {
        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n} \n/* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n*/

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic inline fun <R, V> UByteArray.zip(other: Iterable<R>, transform: (a: UByte, b: R) -> V): List<V> {
    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {
        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n} \n/* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n*/

@SinceKotlin("1.3")@ExperimentalUnsignedTypes\npublic inline fun <R, V> UShortArray.zip(other: Iterable<R>, transform: (a: UShort, b: R) -> V): List<V> {
    val arraySize = size\n    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))\n    var i = 0\n    for (element in other) {
        if (i >= arraySize) break\n        list.add(transform(this[i++], element))\n    }\n    return list\n} \n/* Returns a list of values built from the elements of `this` array and the [other] collection with the same index\n* using the provided [transform] function applied to each pair of elements.\n*/
samples.collections.Iterables.Operations.zipIterableWithTransform

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> 
UIntArray.zip(other: UIntArray, transform: (a: UInt, b: UInt) -> V): List<V> {
    \n    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> 
ULongArray.zip(other: ULongArray, transform: (a: ULong, b: ULong) -> V): List<V> {
    \n    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun <V> 
UByteArray.zip(other: UByteArray, transform: (a: UByte, b: UByte) -> V): List<V> {
    \n    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
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    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}/

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun 
UIntArray.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun 
ULongArray.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun 
UByteArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun 
UShortArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

*\n@SinceKotlin("1.3")\n@kotlin.jvm.JvmName("sumOfUInt")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun 
Array<out UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

*\n@SinceKotlin("1.3")\n@kotlin.jvm.JvmName("sumOfULong")\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun 
Array<out ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun 
ULongArray.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun 
UByteArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun 
UShortArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
package kotlin.collections

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

/**
 * Returns an array of UByte containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UByte>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UInt containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UInt>.toUIntArray(): UIntArray {
    val result = UIntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of ULong containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<ULong>.toULongArray(): ULongArray {
    val result = ULongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UShort containing all of the elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Collection<UShort>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Iterable<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: ULong, b: ULong): ULong {
    return maxOf(a, maxOf(b, c))
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/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun maxOf(a: UByte, b: UByte, c: UByte): UByte {
    return maxOf(a, maxOf(b, c))
}
of three values.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UInt, b: UInt): UInt {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: ULong, b: ULong): ULong {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
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@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}
```

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/*
 * @file:kotlin.jvm.JvmMultifileClass
 * @file:kotlin.jvm.JvmName("URangesKt")
 * @package kotlin.ranges
 */

import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntRange.random(random: Random): UInt {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntRange.randomOrNull(): UInt? {
    if (isEmpty())
        return null
    return random.nextUInt(this)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.random(random: Random): UInt? {
    try {
        return random.nextUInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.random(): ULong? {
    if (isEmpty())
        return null
    return random.nextULong(this)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongRange.random(random: Random): ULong? {
    try {
        return random.nextULong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

*/

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randomness, or `null` if this range is empty.\n
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun ULongRange.randomOrNull(random: Random): ULong? {\n    if (isEmpty()) return null\n    return random.nextULong(this)\n}

/**\n * Returns `true` if this range contains the specified [element].\n * Always returns `false` if the [element] is `null`.\n */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline operator fun ULongRange.contains(element: ULong?): Boolean {\n    return contains(value.toULong())\n}

/**\n * Checks if the specified [value] belongs to this range.\n */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline operator fun UIntRange.contains(value: UInt): Boolean {
    return contains(value.toUInt())\n}

/**\n * Checks if the specified [value] belongs to this range.\n */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline operator fun UIntRange.contains(value: UByte): Boolean {
    return value.toUInt() in this\n}

/**\n * Checks if the specified [value] belongs to this range.\n */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic inline operator fun UByte.contains(value: UByte): Boolean {
    return value in this\n}

/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npubnlic infix fun UIntProgression.downTo(to: UByte): UIntProgression {\n    return fromClosedRange(this, to, -1)\n}

/**\n * Returns a progression that goes over the same range in the opposite direction with the same step.\n */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npubnlic fun UIntProgression.reversed(): UIntProgression {
    return fromClosedRange(to, this, step)\n}

/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npubnlic infix fun ULongProgression.downTo(to: ULong): ULongProgression {\n    return fromClosedRange(this, to, -1)\n}

/**\n * Returns a progression that goes over the same range in the opposite direction with the same step.\n */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npubnlic fun ULongProgression.reversed(): ULongProgression {\n    return fromClosedRange(to, this, step)\n}

/**\n * Returns a progression from this value down to the specified [to] value with the step -1.\n * The [to] value should be less than or equal to `this` value.\n * If the [to] value is greater than `this` value the returned progression is empty.\n */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npubnlic infix fun UShortProgression.downTo(to: UShort): UShortProgression {\n    return fromClosedRange(this, to, -1)\n}

/**\n * Returns a progression that goes over the same range in the opposite direction with the same step.\n */
*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npubnlic fun UShortProgression.reversed(): UShortProgression {\n    return fromClosedRange(to, this, step)\n}
*\@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun UIntProgression.step(step: Int):
UIntProgression {\n    checkStepIsPositive(step > 0, step)\n    return UIntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step)\n}  *\n
/**
 * Returns a range from this value up to but excluding the specified [to] value.*
 * If the [to] value is less than or equal to this value, then the returned range is empty.*
 * *\n * Returns a range from this value up to but excluding the specified [to] value.*
 * If the [to] value is less than or equal to this value, then the returned range is empty.*
 * *\n */
@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic infix fun ULongProgression.fromClosedRange(first: ULong, last: ULong, step: Long)\n@ExperimentalUnsignedTypes\npublic infix fun UByte.until(to: UByte)\n@ExperimentalUnsignedTypes\npublic infix fun UIntProgression fromClosedRange(first: UInt, last: UInt, step: Int)\n@ExperimentalUnsignedTypes\npublic infix fun ULongProgression.fromClosedRange(first: ULong, last: ULong, step: Long)\n@ExperimentalUnsignedTypes\npublic infix fun UByte until(to: UByte)\n@ExperimentalUnsignedTypes\npublic infix fun UInt until(to: UInt)\n@ExperimentalUnsignedTypes\npublic infix fun ULong until(to: ULong)\n@ExperimentalUnsignedTypes\npublic infix fun UByte coerceAtLeast(minimumValue: UByte)\n@ExperimentalUnsignedTypes\npublic infix fun UInt coerceAtLeast(minimumValue: UInt)\n@ExperimentalUnsignedTypes\npublic infix fun ULong coerceAtLeast(minimumValue: ULong)\n@ExperimentalUnsignedTypes\npublic infix fun UByte coerceAtMost(maximumValue: UByte)\n@ExperimentalUnsignedTypes\npublic infix fun UInt coerceAtMost(maximumValue: UInt)\n@ExperimentalUnsignedTypes\npublic infix fun ULong coerceAtMost(maximumValue: ULong)\n
fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified 
 * [maximumValue].
 * 
 * @return this value if it's less than or equal to the 
 * [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified 
 * [maximumValue].
 * 
 * @return this value if it's less than or equal to the 
 * [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
fun UShort.coerceAtMost(maximumValue: UShort): UShort {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range 
 * [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or 
 * [minimumValue] if this value is less than [minimumValue], or 
 * [maximumValue] if this value is greater than 
 * [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
fun UInt.coerceIn(minimumValue: UInt,
maximumValue: UInt): UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range 
 * [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or 
 * [minimumValue] if this value is less than [minimumValue], or 
 * [maximumValue] if this value is greater than 
 * [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
fun ULong.coerceIn(minimumValue: ULong,
maximumValue: ULong): ULong {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range 
 * [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or 
 * [minimumValue] if this value is less than [minimumValue], or 
 * [maximumValue] if this value is greater than 
 * [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
fun UByte.coerceIn(minimumValue: UByte,
maximumValue: UByte): UByte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range 
 * [minimumValue]..[maximumValue].
 * 
 * @return this value if it's in the range, or 
 * [minimumValue] if this value is less than [minimumValue], or 
 * [maximumValue] if this value is greater than 
 * [maximumValue].
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
fun UShort.coerceIn(minimumValue: UShort,
maximumValue: UShort): UShort {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified [range].
 * 
 * @return this value if it's in the [range], or ‘range.start’ if this value is less than ‘range.start’, or ‘range.endInclusive’ if this value is greater than ‘range.endInclusive’.
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
fun UInt.coerceIn(range: ClosedRange<UInt>):
UInt {  
    if (range is ClosedFloatingPointRange) {  
        return this.coerceIn<UInt>(range)  
    }  
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")  
    return when {  
        this < range.start -> range.start  
        this > range.endInclusive -> range.endInclusive  
        else -> this  
    }  
}

/**
 * Ensures that this value lies in the specified \[range\].
 * 
 * @return this value if it's in the \[range\], or `range.start` if this value is less than `range.start`, or `range.endInclusive` if this value is greater than `range.endInclusive`.
 * 
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(range: ClosedRange<ULong>): ULong {  
    if (range is ClosedFloatingPointRange) {  
        return this.coerceIn<ULong>(range)  
    }  
    if (range.isEmpty()) throw IllegalArgumentException("Cannot coerce value to an empty range: $range.")  
    return when {  
        this < range.start -> range.start  
        this > range.endInclusive -> range.endInclusive  
        else -> this  
    }  
}


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 */

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

package kotlin.sequences

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

import kotlin.random.*

/**
 * Returns the sum of all elements in the sequence.\n * * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UInt>.sum(): UInt {  
    var sum: UInt = 0u  
    for (element in this) {  
        sum += element  
    }  
    return sum  
}

/**
 * Returns the sum of all elements in the sequence.\n * * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<ULong>.sum(): ULong {  
    var sum: ULong = 0uL  
    for (element in this) {  
        sum += element  
    }  
    return sum  
}

/**
 * Returns the sum of all elements in the sequence.\n * * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UByte>.sum(): UInt {  
    var sum: UInt = 0u  
    for (element in this) {  
        sum += element  
    }  
    return sum  
}

/**
 * Returns the sum of all elements in the sequence.\n * * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UShort>.sum(): UInt {  
    var sum: UInt = 0u  
    for (element in this) {  
        sum += element  
    }  
    return sum  
}
Checks if the specified element is contained in this collection.

*metadata*
Checks if all elements in the specified collection are contained in this collection.

*public function*

`true` if the list was changed as the result of the operation.

`true` if the specified element was added to the collection, `false` if the collection was not modified.

`true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.

`true` if any of the specified elements was added to the collection, `false` if the element has been added, `false` if the specified collection to the end of this list.

`true` if the specified element was removed from the collection, `false` if the element is already contained in the collection.

`true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.

`true` if any of the specified elements was added to the collection, `false` if the collection was not modified.

`true` if any of the specified elements was added to the collection, `false` if the element has been added, `false` if the specified collection to the end of this list.

`true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.

`true` if any of the specified elements was added to the collection, `false` if the collection was not modified.

`true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.
supports efficiently retrieving the value corresponding to each key. Map keys are unique; the map holds only one value for each key. * @param K the type of map keys. The map is invariant on its key type. * @param V the type of map values. The mutable map is invariant on its value type. */
public interface MutableMap<K, V> :
    Map<K, V> {

    /**
     * Associates the specified [value] with the specified [key] in the map.
     * @return the previous value associated with the key, or `null` if the key was not present in the map.
     * @param K the type of map keys.
     * @param V the type of map values.
     */
    public fun put(key: K, value: V): V?

    /**
     * Removes the specified key and its corresponding value from this map.
     * @return the value associated with the key, or `null` if the key was not present in the map.
     * @param K the type of map keys.
     * @param V the type of map values.
     */
    public fun remove(key: K): V?

    /**
     * Removes the entry for the specified key only if it is mapped to the specified value.
     * @return true if entry was removed.
     */
    public fun remove(key: K, value: V): Boolean {
        // See default implementation in JDK sources
        return true
    }

    // Bulk Modification Operations
    /**
     * Updates this map with key/value pairs from the specified map.
     */
    public fun putAll(from: Map<out K, V>): Unit

    /**
     * Removes all elements from this map.
     */
    public fun clear(): Unit

    // Views
    /**
     * Returns a [MutableSet] of all keys in this map.
     */
    override val keys: MutableSet<K>

    /**
     * Returns a [MutableCollection] of all values in this map. Note that this collection may contain duplicate values.
     */
    override val values: MutableCollection<V>

    /**
     * Returns a [MutableSet] of all key/value pairs in this map.
     */
    override val entries: MutableSet<MutableMap.MutableEntry<K, V>>

    /**
     * Represents a key/value pair held by a [MutableMap].
     */
    public interface MutableEntry<K, V> : Map.Entry<K, V> {

        /**
         * Changes the value associated with the key of this entry.
         * @return the previous value corresponding to the key.
         */
        public fun setValue(newValue: V): V
    }
}

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 */

// Auto-generated file. DO NOT EDIT!

package kotlin.collections

/** An iterator over a sequence of values of type `Byte`. */
public abstract class ByteIterator : Iterator<Byte> {
    override final fun next() = nextByte()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextByte(): Byte
}

/** An iterator over a sequence of values of type `Char`. */
public abstract class CharIterator : Iterator<Char> {
    override final fun next() = nextChar()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextChar(): Char
}

/** An iterator over a sequence of values of type `Short`. */
public abstract class ShortIterator : Iterator<Short> {
    override final fun next() = nextShort()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextShort(): Short
}

/** An iterator over a sequence of values of type `Int`. */
public abstract class IntIterator : Iterator<Int> {
    override final fun next() = nextInt()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextInt(): Int
}

/** An iterator over a sequence of values of type `Long`. */
public abstract class LongIterator : Iterator<Long> {
    override final fun next() = nextLong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextLong(): Long
}

/** An iterator over a sequence of values of type `Float`. */
public abstract class FloatIterator : Iterator<Float> {
    override final fun next() = nextFloat()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextFloat(): Float
}

/** An iterator over a sequence of values of type `Double`. */
public abstract class DoubleIterator : Iterator<Double> {
    override final fun next() = nextDouble()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextDouble(): Double
}

/** An iterator over a sequence of values of type `Boolean`. */
public abstract class BooleanIterator : Iterator<Boolean> {
    override final fun next() = nextBoolean()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextBoolean(): Boolean
}

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 */

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

internal class CharProgressionIterator(first: Char, last: Char, val step: Int) :
    CharIterator() {
    private val finalElement = last.toInt()
    private var hasNext: Boolean = if (step > 0) first <=
 last else first >= last 

private var next = if (hasNext) first.toInt() else finalElement.toInt() 

override fun hasNext(): Boolean = hasNext

override fun nextChar(): Char

{ 
    if (hasNext)
        return value.toChar() 

    * @property step the number by which the value is incremented on each step. 

    * /n *internal class IntProgressionIterator(first: Int, last: Int, val step: Int) : IntIterator()

    { 
        private val finalElement = last

        private var hasNext: Boolean = if (step > 0) first <= last else first >= last 

        private var next = if (hasNext) first else finalElement.toInt()

        override fun hasNext(): Boolean = hasNext 

        override fun nextInt(): Int 

        { 
            val value = next

            if (value == finalElement)

                throw kotlin.NoSuchElementException()

            hasNext = false

        } 

        else 

            next += step

        } 

        return value

    }

public val step: Int = step

override fun iterator(): IntIterator = 

CharProgressionIterator(first, last, step)

 /** Checks if the progression is empty. */
public open fun progression().

/ *

 /**

 */
public val step: Int = step

override fun iterator(): CharIterator = 

Char = getProgressionLastElement(start.toInt(), endInclusive.toInt(), step).toChar()

 /**

 */
public val first: Char = start

 /**

 */
public val last: Int = endInclusive

 /**

 */
public val step: Int = 1

override fun hasNext(): Boolean = hasNext

override fun nextChar(): Char 

{ 
    val value = next

    if (value == finalElement) 

        throw kotlin.NoSuchElementException()

    hasNext = false

} 

else 

    next += step

} 

return value

*/

/**

 */
public fun fromClosedRange(rangeStart: Char, rangeEnd: Char, step: Int): CharProgression = 

CharProgression(rangeStart, rangeEnd, step)

/ *

 */
public override fun hashCode(): Int = 

31 * (31 * first.toInt() + other.hashCode())

/**

 */
public override fun equals(other: Any?): Boolean = 

IntProgressionIterator(first, last, step)

/ *internal class LongProgressionIterator(first: Long, last: Long, val step: Long) 

: LongIterator() 

{ 

private val finalElement = last

private var hasNext: Boolean = if (step > 0) first <= last else first >= last 

private var next = if (hasNext) first else finalElement

override fun hasNext(): Boolean = hasNext 

override fun nextLong(): Long 

{ 

val value = next

if (value == finalElement)

    if (!hasNext)

        throw kotlin.NoSuchElementException()

        hasNext = false

} 

else 

    next += step

} 

return value

*/

/**

 */
public val step: Long = step

override fun iterator(): LongIterator = 

kotlin.internal.getProgressionLastElement().

/**

 */
internal class LongProgressionIterator(first: Long, last: Long, val step: Long) : LongIterator()

{ 

private val finalElement = last

private var hasNext: Boolean = if (step > 0) first <= last else first >= last 

private var next = if (hasNext) first else finalElement

override fun hasNext(): Boolean = hasNext 

override fun nextInt(): Int 

{ 

val value = next

if (value == finalElement)

    if (!hasNext) throw kotlin.NoSuchElementException()

        hasNext = false

} 

else 

    next += step

} 

return value

*/

/**

 */
internal class CharProgressionIterator(first: Char, last: Char, step: Int) : CharIterator() 

{ 

private val finalElement = last

private var hasNext: Boolean = if (step > 0) first <= last else first >= last 

private var next = if (hasNext) first else finalElement

override fun hasNext(): Boolean = hasNext 

override fun nextChar(): Char 

{ 

val value = next

if (value == finalElement) 

    if (!hasNext) throw kotlin.NoSuchElementException()

        hasNext = false

} 

else 

    next += step

} 

return value
step == other.step)

override fun hashCode(): Int =
    if (isEmpty()) -1 else (31 * (31 * first + last) +
                      step).

override fun toString(): String = if (step > 0) "$first..$last step $step"
                                      else "$first downTo $last step ${-step}"

companion object {
    /**
     * Creates IntProgression within the specified bounds of a closed range.
     *
     * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not
     * excluding it, with the specified [step].
     *
     * In order to go backwards the [step] must be negative.
     *
     * [step] must be greater than `Int.MIN_VALUE` and not equal to zero.
     */

    public fun fromClosedRange(rangeStart: Int, rangeEnd: Int, step: Int) :
        IntProgression

        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")

        if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.")

        * The first element in the progression.
        */

        var public val first: Long = start

        * The last element in the progression.
        */

        var public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()

        * The progression.
        */

        var public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long) :
            LongProgression

        if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-zero.")

        if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.")

        * The first element in the progression.
        */

        public val first: Long = start

        * The last element in the progression.
        */

        public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()

        * The progression.
        */

        var public val step: Long = step

        override fun iterator(): LongIterator =
            LongProgressionIterator(first, last, step)

        /** Checks if the progression is empty.
         */

        public open fun isEmpty(): Boolean =
            if (step > 0) first > last else first < last

        override fun equals(other: Any?): Boolean =
            other is LongProgression && (isEmpty() && other.isEmpty() ||
                                      first == other.first && last == other.last &&
                                      step == other.step)

        override fun hashCode(): Int =
            if (isEmpty()) -1 else (31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32))).toInt()

        override fun toString(): String = if (step > 0)
            "$first..$last step $step"
        else "$first downTo $last step ${-step}"

    }
}

/**
 * A progression of values of type `Long`.
 */
public open class LongProgression

internal constructor
    (
        start: Long,
        endInclusive: Long,
        step: Long
    ) :

    Iterable<Long> {
        init {
            if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-
            zero.")

            if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than

            Long.MIN_VALUE to avoid overflow on negation.")

            * The first element in the progression.
            */

            var public val first: Long = start

            * The last element in the progression.
            */

            var public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()

            * The progression.
            */

            var public val step: Long = step

            override fun iterator(): LongIterator =
                LongProgressionIterator(first, last, step)

            /** Checks if the progression is empty.
             */

            public open fun isEmpty(): Boolean =
                if (step > 0) first > last else first < last

            override fun equals(other: Any?): Boolean =
                other is LongProgression && (isEmpty() && other.isEmpty() ||
                                            first == other.first && last == other.last &&
                                            step == other.step)

            override fun hashCode(): Int =
                if (isEmpty()) -1 else (31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32))).toInt()

            override fun toString(): String = if (step > 0)
                "$first..$last step $step"
            else "$first downTo $last step ${-step}"

            companion object {
                /**
                 *
                 * Creates LongProgression within the specified bounds of a closed range.
                 *
                 * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not
                 * excluding it, with the specified [step].
                 *
                 * In order to go backwards the [step] must be negative.
                 *
                 * [step] must be greater than `Long.MIN_VALUE` and not equal to zero.
                 */

                public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long):
                    LongProgression

                    if (step == 0L) throw kotlin.IllegalArgumentException("Step must be non-
                    zero.")

                    if (step == Long.MIN_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than

                    Long.MIN_VALUE to avoid overflow on negation.")

                    * The first element in the progression.
                    */

                    var public val first: Long = start

                    * The last element in the progression.
                    */

                    var public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()

                    * The progression.
                    */

                    var public val step: Long = step

                    override fun iterator(): LongIterator =
                        LongProgressionIterator(first, last, step)

                    /** Checks if the progression is empty.
                     */

                    public open fun isEmpty(): Boolean =
                        if (step > 0) first > last else first < last

                    override fun equals(other: Any?): Boolean =
                        other is LongProgression && (isEmpty() && other.isEmpty() ||
                                                  first == other.first && last == other.last &&
                                                  step == other.step)

                    override fun hashCode(): Int =
                        if (isEmpty()) -1 else (31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32))).toInt()

                    override fun toString(): String = if (step > 0)
                        "$first..$last step $step"
                    else "$first downTo $last step ${-step}"

                }
            }
        }
    }

/**
 * Represents a range of values (for example, numbers or characters).
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.
 */
public interface ClosedRange<T: Comparable<T>> {

    /**
     * The minimum value in the range.
     */

    public val start: T

    /**
     * The maximum value in the range (inclusive).
     */

    public val endInclusive: T

    /** Checks whether the specified [value] belongs to the range.
     */

    public operator fun contains(value: T): Boolean = value >= start && value <= endInclusive

    /** Checks whether the range is empty.
     */

    public fun isEmpty(): Boolean = start > endInclusive
}

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 */

package kotlin.ranges

/**
 * Represents a range of values (for example, numbers or characters).
 * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/ranges.html) for more information.
 */
public interface ClosedRange<T: Comparable<T>> {

    /**
     * The minimum value in the range.
     */

    public val start: T

    /**
     * The maximum value in the range (inclusive).
     */

    public val endInclusive: T

    /** Checks whether the specified [value] belongs to the range.
     */

    public operator fun contains(value: T): Boolean = value >= start && value <= endInclusive

    /** Checks whether the range is empty.
     */

    public fun isEmpty(): Boolean = start > endInclusive
}

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 */

package kotlin

/**
 * The type with only
 * one value: the `Unit` object. This type corresponds to the `void` type in Java.
 */
public object Unit {

    override fun toString() = "kotlin.Unit"
}

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package kotlin.annotation

import kotlin.annotation.AnnotationTarget.*

/**
 * Contains the list of code elements which are the possible annotation targets
 * Contains the list of possible annotation's retentions.
 */
public enum class AnnotationTarget {
    //
    CLASS,
    // Annotation class only
    ANNOTATION_CLASS,
    // Generic type parameter (unsupported yet)
    TYPE_PARAMETER,
    // Field, including property's backing field
    FIELD,
    // Local variable
    LOCAL_VARIABLE,
    // Value parameter of a function or a constructor
    VALUE_PARAMETER,
    // Constructor only (primary or secondary)
    CONSTRUCTOR,
    // Function (constructors are not included)
    FUNCTION,
    // Property getter only
    PROPERTY_GETTER,
    // Property setter only
    PROPERTY_SETTER,
    // Type usage
    TYPE,
    // Any expression
    EXPRESSION,
    // File
    FILE,
    // Type alias
    @SinceKotlin("1.1.1")
    TYPEALIAS
}

/**
 * Contains the list of possible annotation's retentions.
 */
public enum class AnnotationRetention {
    // Annotation isn't stored in binary output
    SOURCE,
    // Annotation is stored in binary output, but invisible for reflection
    BINARY,
    // Annotation is stored in binary output and visible for reflection (default retention)
    RUNTIME
}

/**
 * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation.
 * Determines how an annotation is stored in binary output.
 * Determines the list of possible annotation's retentions.
 */
public annotation class AnnotationTarget(vararg val allowedTargets: AnnotationTarget)

/**
 * This meta-annotation determines whether an annotation is stored in binary output and visible for reflection.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Retention(val value: AnnotationRetention = AnnotationRetention.RUNTIME)

/**
 * This meta-annotation determines that an annotation is applicable twice or more on a single code element.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class Repeatable

/**
 * This meta-annotation determines that an annotation is a part of public API and therefore should be included in the generated documentation for the element to which the annotation is applied.
 */
@Target(AnnotationTarget.ANNOTATION_CLASS)
public annotation class MustBeDocumented

package kotlin.internal

// a mod b (in arithmetical sense)
private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun mod(a: Long, b: Long): Long {
Long \{ \n    val mod = a % b
    return if (mod >= 0) mod else mod + b
\}

Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative [step].

No validation on passed parameters is performed. The given parameters should satisfy the condition: \(\text{start} <= \text{end}\). \(\text{step} > 0\) or \(\text{step} < 0\) and \(\text{start} >= \text{end}\). \(\text{step} \neq 0\) @param start first element of the progression \(\text{param}\) @param end ending bound for the progression \(\text{param}\) @param step increment, or difference of successive elements in the progression \(\text{param}\) @return the final element of the progression

@suppress

```kotlin
package kotlin.reflect

public interface KParameter : KAnnotatedElement {
    /**
     * 0-based index of this parameter in the parameter list of its containing callable.
     */
    public val index: Int

    /**
     * Name of this parameter as it was declared in the source code, or null if the parameter has no name or its name is not available at runtime.
     */
    public val name: String?

    /**
     * Type of this parameter. For a vararg parameter, this is the type of the corresponding array, not the individual element.
     */
    public val type: KType

    /**
     * Kind of this parameter.
     */
    public val kind: Kind

    /**
     * Kind represents a particular position of the parameter declaration in the source code, such as an instance, an extension receiver parameter or a value parameter.
     */
    public val enum class Kind {
        /**
         * Kind represents an Extension receiver of an extension function or property.
         */
        EXTENSION_RECEIVER,

        /**
         * Ordinary named value parameter.
         */
        VALUE,
    }

    /**
     * true if this parameter is optional and can be omitted when making a call via [KCallable.callBy], or false otherwise.
     */
    public val isOptional: Boolean

    /**
     * true if this parameter is vararg. See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/functions.html#variable-number-of-arguments-varargs) for more information.
     */
    public val isVararg: Boolean
}
```

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Represents a type. Type is usually either a class with optional type arguments, or a type parameter of some declaration, plus nullability.

The declaration of the classifier used in this type.

For example, in the type `List<String>` the classifier would be the `KClass` instance for `[List]`.

Returns `null` if this type is not denotable in Kotlin, for example if it is an intersection type.

Type arguments passed for the parameters of the classifier in this type.

For example, in the type `Array<out Number>` the only type argument is `out Number`.

In case this type is based on an inner class, the returned list contains the type arguments provided for the parameters of the classifier in the innermost class first, then its outer class, and so on.

For example, in the type `Outer<A, B>.Inner<C, D>` the returned list is `[C, D, A, B]`.

Type projection is usually the argument to another type in a type usage.

For example, in the type `Array<out Number>` the `out Number` is the covariant projection of the type represented by the class `Number`.

Type projection is either the star projection, or an entity consisting of a specific type plus optional variance.

See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#type-projections) for more information.

The use-site variance specified in the projection, or `null` if this is a star projection.

The type specified in the projection, or `null` if this is a star projection.

Star projection, denoted by the `*` character.

Star projection is usually the argument to another type in a type usage.

For example, in the type `Array<out Number>` `out Number` is the covariant projection of the type of class `Number`.

Invokes the `companion object`.

The `companion object`.

Creates an invariant projection of a given type. Invariant projection is just the type itself, without any use-site variance modifiers applied to it.

For example, in the type `Set<String>` `String` is an invariant projection of the type represented by the class `String`.

Invokes the `fun` method.

Invariant projection of a given type.

Invokes the `fun` method.

For example, in the type `Array<out Number>` `out Number` is a covariant projection of the type of class `Number`.

Covariant projection of a given type, denoted by the `out` modifier applied to a type.

For example, in the type `Array<out Number>` the `out Number` is a covariant projection of the type of class `Number`.

Contravariant projection of a given type, denoted by the `in` modifier applied to a type.

For example, in the type `MutableList<in Number>` `in Number` is a contravariant projection of the type of class `Number`.


site (*declaration-site variance*),

* or to a type in a projection (*use-site variance*).

* See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#variance) for more information.

* @see [KTypeParameter.variance]

* @see [KTypeProjection]

@SinceKotlin("1.1")
enum class KVariance {
    /**
     * The affected type parameter or type is *invariant*, which means it has no variance applied to it.
     */
    INVARIANT,

    /**
     * The affected type parameter or type is *contravariant*. Denoted by the `in` modifier in the source code.
     */
    IN,

    /**
     * The affected type parameter or type is *covariant*. Denoted by the `out` modifier in the source code.
     */
    OUT,

    /**
     * The affected type parameter or type is *invariant*, which means it has no variance applied to it.
     */
    INVARIANT,

    /**
     * The affected type parameter or type is *contravariant*. Denoted by the `in` modifier in the source code.
     */
    IN,

    /**
     * The affected type parameter or type is *covariant*. Denoted by the `out` modifier in the source code.
     */
    OUT,
}

@SinceKotlin("1.1")
enum class KVisibility {
    /**
     * Visibility of declarations marked with the `public` modifier, or with no modifier at all.
     */
    PUBLIC,

    /**
     * Visibility of declarations marked with the `protected` modifier.
     */
    PROTECTED,

    /**
     * Visibility of declarations marked with the `internal` modifier.
     */
    INTERNAL,

    /**
     * Visibility of declarations marked with the `private` modifier.
     */
    PRIVATE,
}

@JsName("arrayIterator")
internal fun arrayIterator(array: dynamic, type: String?) = when (type) {
    null -> {
        val arr: Array<dynamic> = array
        object : Iterator<dynamic> {
            var index = 0
            override fun hasNext() = index < arr.size
            override fun next() = if (index < arr.size) arr[index++] else throw NoSuchElementException("$index")
        }
    }
    "BooleanArray" -> booleanArrayIterator(array)
    "ByteArray" -> byteArrayIterator(array)
    "ShortArray" -> shortArrayIterator(array)
    "CharArray" -> charArrayIterator(array)
    else -> throw IllegalStateException("Unsupported type argument for arrayIterator: $type")
}

@JsName("byteArrayIterator")
internal fun byteArrayIterator(array: ByteArray) = object : ByteIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextByte() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("shortArrayIterator")
internal fun shortArrayIterator(array: ShortArray) = object : ShortIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextShort() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("charArrayIterator")
internal fun charArrayIterator(array: CharArray) = object : CharIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextChar() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("intArrayIterator")
internal fun intArrayIterator(array: IntArray) = object : IntIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextInt() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("floatArrayIterator")
internal fun floatArrayIterator(array: FloatArray) = object : FloatIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextFloat() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("doubleArrayIterator")
internal fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextDouble() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) = object : BooleanIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextBoolean() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("byteArrayIterator")
internal fun byteArrayIterator(array: ByteArray) = object : ByteIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextByte() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("shortArrayIterator")
internal fun shortArrayIterator(array: ShortArray) = object : ShortIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextShort() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("charArrayIterator")
internal fun charArrayIterator(array: CharArray) = object : CharIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextChar() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("intArrayIterator")
internal fun intArrayIterator(array: IntArray) = object : IntIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextInt() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("floatArrayIterator")
internal fun floatArrayIterator(array: FloatArray) = object : FloatIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextFloat() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("doubleArrayIterator")
internal fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextDouble() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("booleanArrayIterator")
internal fun booleanArrayIterator(array: BooleanArray) = object : BooleanIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextBoolean() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("byteArrayIterator")
internal fun byteArrayIterator(array: ByteArray) = object : ByteIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextByte() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("shortArrayIterator")
internal fun shortArrayIterator(array: ShortArray) = object : ShortIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextShort() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("charArrayIterator")
internal fun charArrayIterator(array: CharArray) = object : CharIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextChar() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("intArrayIterator")
internal fun intArrayIterator(array: IntArray) = object : IntIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextInt() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("floatArrayIterator")
internal fun floatArrayIterator(array: FloatArray) = object : FloatIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextFloat() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}

@JsName("doubleArrayIterator")
internal fun doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextDouble() = if (index < array.size) array[index++] else throw NoSuchElementException("$index")
}
floatArrayIterator(array: FloatArray) = object : FloatIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextFloat() = if (index < array.size) array[index++]
    else throw NoSuchElementException("index")
}

doubleArrayIterator(array: DoubleArray) = object : DoubleIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextDouble() = if (index < array.size) array[index++]
    else throw NoSuchElementException("index")
}

longArrayIterator(array: LongArray) = object : LongIterator() {
    var index = 0
    override fun hasNext() = index < array.size
    override fun nextLong() = if (index < array.size) array[index++]
    else throw NoSuchElementException("index")
}

PropertyMetadata(@JsName("callableName") val name: String) = object : String() {
    override fun toString() = name
}

noWhenBranchMatched: Nothing = throw NoWhenBranchMatchedException()

subSequence(c: CharSequence, startIndex: Int, endIndex: Int): CharSequence {
    if (c is String) {
        return c.substring(startIndex, endIndex)
    } else {
        return c.asDynamic().subSequence_vux9f0$1(startIndex, endIndex)
    }
}

captureStack(baseClass: JsClass<in Throwable>, instance: Throwable) {
    if (js("Error").captureStackTrace) {
        js("Error").captureStackTrace(instance, instance::class.js)
    } else {
        instance.asDynamic().stack = js("new Error()").stack
    }
}

newThrowable(message: String?, cause: Throwable?): Throwable {
    val throwable = js("new Error()")
    throwable.message = if (jsTypeOf(message) == "undefined") {
        if (cause != null) cause.toString() else null
    } else {
        message
    }
    throwable.cause = cause
    return throwable
}

BoxedChar(val c: Int) = object : Comparable<Int>() {
    override fun equals(other: Any?): Boolean {
        return other is BoxedChar && c == other.c
    }
    override fun hashCode(): Int {
        return c
    }
    override fun toString(): String {
        return js("this.c").unsafeCast<Char>().toString()
    }
    override fun compareTo(other: Int): Int {
        return js("this.c - other").unsafeCast<Int>()
    }
    @JsName("valueOf")
    public fun valueOf(): Int {
        return c
    }
}

arrayConcat(a: T, b: T): T {
    return concat(js("arguments"))
}

primitiveArrayConcat(a: T, b: T): T {
    val args: Array<T> = js("arguments")
    if (a is Array<*> && a.asDynamic().type === undefined) {
        return concat(args)
    } else {
        var size = 0
        for (i in args.indices) {
            size += args[i].asDynamic().length as Int
        }
        val result = js("new a.constructor(size)")
        kotlin.copyArrayType(a, result)
        size = 0
        for (i in args.indices) {
            val arr = args[i].asDynamic()
            for (j in 0 until arr.length) {
                result[size++ as Int] = arr[j]
            }
        }
        return result
    }
}

```kotlin
internal fun fillFrom(src: dynamic, dst: dynamic): dynamic {
    val srcLen: Int = src.length
    val dstLen: Int = dst.length
    var index: Int = 0
    while (index < srcLen && index < dstLen) dst[index] = src[index++]
    return dst
}

internal fun arrayCopyResize(source: dynamic, newSize: Int, defaultValue: Any?): dynamic {
    val result = source.slice(0, newSize)
    copyArrayType(source, result)
    var index: Int = source.length
    if (newSize > index) {
        result.length = newSize
        while (index < newSize) result[index++] = defaultValue
    }
    return result
}

internal inline fun <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {
    val result = array.slice()
    result.length += collection.size
    copyArrayType(array, result)
    var index: Int = array.length
    for (element in collection) result[index++] = element
    return result
}

internal fun <T> fillFromCollection(dst: dynamic, startIndex: Int, collection: Collection<T>): dynamic {
    var index = startIndex
    for (element in collection) dst[index++] = element
    return dst
}

internal inline fun copyArrayType(from: dynamic, to: dynamic) {
    if (from.`$type$` !== undefined) {
        to.`$type$` = from.`$type$`
    }
}
```
internal class Failure(@JvmField val exception: Throwable) : Serializable {
    override fun equals(other: Any?): Boolean = other is Failure && exception == other.exception
    override fun hashCode(): Int = exception.hashCode()
    override fun toString(): String = "Failure($exception)"
}

/**
 * Creates an instance of internal marker [Result.Failure] class to
 * make sure that this class is not
 * exposed in ABI.
 */
@PublishedApi @SinceKotlin("1.3")
internal fun createFailure(exception: Throwable): Any = Result.Failure(exception)

/**
 * Throws exception if the result is failure. This internal function
 * minimizes
 * inline bytecode for [getOrThrow] and makes sure that in the future we can
 * add some exception-augmenting logic here (if needed).
 */
@PublishedApi @SinceKotlin("1.3")
internal fun Result<*>.throwOnFailure() {
    if (value is Result.Failure) throw value.exception
}

/**
 * Calls the specified function [block] with `this` value as its receiver and returns its encapsulated result if invocation
 * was successful,
 * * catching any
 * [Throwable] exception that was thrown from the [block] function execution and encapsulating it as a failure.
 */
@InlineOnly @SinceKotlin("1.3")
public inline fun <R> runCatching(block: () -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}

/**
 * Returns the encapsulated value if this instance represents
 * [success] or throws the encapsulated [Throwable] exception
 * if it is
 * [failure].
 */
@InlineOnly @SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.getOrThrow(): R {
    contract {
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> value as T
        else -> onFailure(exception)
    }
}

/**
 * Returns the encapsulated value if this instance represents
 * [success] or the
 * result of [onFailure] function for the encapsulated [Throwable] exception if it
 * is
 * [failure].
 */
@InlineOnly @SinceKotlin("1.3")
public inline fun <R, T> Result<T>.getOrElse(onFailure: (exception: Throwable) -> R): R {
    contract {
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}

/**
 * Returns the encapsulated value if this instance represents
 * [success] or the
 * [defaultValue] if it is
 * [failure].
 */
@InlineOnly @SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.getOrDefault(defaultValue: R): R {
    if (isFailure) return defaultValue
    return value as T
}

/**
 * Returns the result of [onSuccess] for the
 * encapsulated value if this instance represents
 * [success] or the result of [onFailure] function for the
 * encapsulated [Throwable] exception if it
 * is
 * [failure].
 */
@InlineOnly @SinceKotlin("1.3")
public inline fun <R, T> Result<T>.fold(onSuccess: (value: T) -> R, onFailure: (exception: Throwable) -> R): R {
    contract {
        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}

/**
 * Returns the result of the given
 * [transform] function applied to the encapsulated value
 * if this instance represents
 * [success] or the
 * original encapsulated [Throwable] exception if it is
 * [failure].
 */
@InlineOnly @SinceKotlin("1.3")
public inline fun <R, T> Result<T>.map(transform: (value: T) -> R): Result<R> {
    contract {
        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(transform(value as T))
        else -> onFailure(exception)
    }
}
applied to the encapsulated value
if this instance represents [success][Result.isSuccess] or the
original encapsulated [Throwable] exception if it is [failure][Result.isFailure].
This function catches any [Throwable] exception thrown by [transform] function and encapsulates it as a failure.
See [map] for an alternative that rethrows exceptions from `transform` function.

*if this instance represents [success][Result.isSuccess] or the
original encapsulated [Throwable] exception if it is [failure][Result.isFailure].

* This function catches any [Throwable] exception thrown by [transform] function applied to the encapsulated [Throwable] exception if this instance represents [failure][Result.isFailure] or the
original encapsulated value if it is [success][Result.isSuccess].

Note, that this function rethrows any [Throwable] exception thrown by [transform] function.
See [recoverCatching] for an alternative that encapsulates exceptions.

* Returns the encapsulated result of the given [transform] function applied to the encapsulated [Throwable] exception if this instance represents [failure][Result.isFailure] or the
original encapsulated value if it is [success][Result.isSuccess].

* Performs the given [action] on the encapsulated [Throwable] exception if this instance represents
[failure][Result.isFailure].

* Returns the original `Result` unchanged.

* Performs the given [action] on the encapsulated value if this instance represents
[success][Result.isSuccess] or the
original encapsulated value.

* The context of the coroutine that corresponds to this continuation.

* In public val context: CoroutineContext

* Resumes the execution of the corresponding coroutine passing a successful or
failed [result] as the

* value of the last suspension point.

* Classes and interfaces marked with this annotation are restricted when used as receivers
for extensions.

* Extensions on this particular receiver are not available.

* Resumes the execution of the corresponding coroutine passing
[success] as the
value of the last suspension point.

* Resumes the execution of the corresponding coroutine so that the [exception] is re-throwed right after
the
last suspension point.

* Creates a [Continuation] instance with the given [context] and
implementation of [resumeWith] method.

```kotlin
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T>
    Continuation<T>
    context: CoroutineContext,
    crossinline resumeWith: (Result<T>) -> Unit

    override val context: CoroutineContext
        get() = context
    override fun resumeWith(result: Result<T>) =
        resumeWith(result)

    @SinceKotlin("1.3")
    @InlineOnly
    public inline fun <T>
        Continuation(
            context: CoroutineContext,
            crossinline resumeWith: (Result<T>) -> Unit
        ): Continuation<T> =
            object : Continuation<T> {
                override val context: CoroutineContext
                    get() = context
                override fun resumeWith(result: Result<T>) =
                    resumeWith(result)
            }

    @SinceKotlin("1.3")
    @Suppress("UNCHECKED_CAST")
    public fun <T>
        (suspend () -> T).createCoroutine(
            completion: Continuation<T>
        ): Continuation<Unit> =
            SafeContinuation(createCoroutineUnintercepted(completion).intercepted(), COROUTINE_SUSPENDED)

    @SinceKotlin("1.3")
    @Suppress("UNCHECKED_CAST")
    public fun <R, T> (suspend R.() ->
        T).createCoroutine(
            receiver: R,
            completion: Continuation<T>
        ): Continuation<Unit> =
            SafeContinuation(createCoroutineUnintercepted(receiver, completion).intercepted(),
                COROUTINE_SUSPENDED)

    @SinceKotlin("1.3")
    @Suppress("UNCHECKED_CAST")
    public fun <T> (suspend () ->
        T).startCoroutine(
            completion: Continuation<T>
        ) {
            createCoroutineUnintercepted(completion).intercepted().resume(Unit)
        }

    @SinceKotlin("1.3")
    @Suppress("UNCHECKED_CAST")
    public fun <R, T> (suspend
        R.() ->
        T).startCoroutine(
            receiver: R,
            completion: Continuation<T>
        ) {
            createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)
        }

    /**
     * Obtains the current continuation instance inside suspend functions and suspends
     * the currently running coroutine. In this function both Continuation.resume and Continuation.resumeWithException can be used either synchronously in the same stack-frame where the suspension function is run or asynchronously later in the same thread or a different thread of execution. Subsequent invocation of any resume function will produce an IllegalStateException.
     */
    @SinceKotlin("1.3")
    @InlineOnly
    public suspend inline fun <T>
        suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T =
            suspendCoroutineUninterceptedOrReturn {
                c: Continuation<T> ->
                    val safe = SafeContinuation(c.intercepted())
                    block(safe)
                    safe.getOrThrow()
            }

    /**
     * Returns the context of the current coroutine.
     */
    @SinceKotlin("1.3")
    @InlineOnly
    public suspend inline
        val coroutineContext: CoroutineContext
            get() {
                throw NotImplementedError("Implemented as intrinsic")
            }
```

/*
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 */

package kotlin.coroutines.intrinsics

import kotlin.coroutines.*
import kotlin.internal.InlineOnly

/**
 * Starts an unintercepted coroutine without a receiver and with result type [T] and executes it until its first suspension. Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends. In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception. The [completion] continuation is invoked when the coroutine completes with a result or an exception. This function creates a new, fresh instance of suspensible computation every time it is invoked. To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance. The [completion] continuation is invoked when the coroutine completes with a result or an exception. This function creates a new, fresh instance of suspensible computation every time it is invoked. To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance. */

It is the invoker's responsibility to ensure that a proper invocation context is established. The function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

Starts an unintercepted coroutine with receiver type [R] and result type [T].

Returns the result of the coroutine or throws its exception if it does not suspend or [COROUTINE_SUSPENDED] if it suspends. In the latter case, the [completion] continuation is invoked when the coroutine completes with a result or an exception.

The coroutine is started directly in the invoker's thread without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established.

This function is designed to be used from inside of [suspendCoroutineUninterceptedOrReturn] to resume the execution of the suspended coroutine using a reference to the suspending function.

Starts an unintercepted coroutine without receiver and with result type [T].

This function creates a new, fresh instance of suspensible computation every time it is invoked. To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance. This function returns unintercepted continuation. Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established. Note that [completion] of this function may get invoked in an arbitrary context.

[Continuation.intercepted] can be used to acquire the intercepted continuation. Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by

Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.

This function creates a new, fresh instance of suspensible computation every time it is invoked. To start executing the created coroutine, invoke `resume(Unit)` on the returned [Continuation] instance. The [completion] continuation is invoked when coroutine completes with result or exception. This function returns unintercepted continuation. Invocation of `resume(Unit)` starts coroutine immediately in the invoker's call stack without going through the [ContinuationInterceptor] that might be present in the completion's [CoroutineContext]. It is the invoker's responsibility to ensure that a proper invocation context is established. Note that [completion] of this function may get invoked in an arbitrary context.

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[Continuation.intercepted] can be used to acquire the intercepted continuation. Invocation of `resume(Unit)` on intercepted continuation guarantees that execution of both the coroutine and [completion] happens in the invocation context established by

Repeated invocation of any resume function on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception.
Intercepts this continuation with
`[ContinuationInterceptor](T).intercepted()` if this function is invoked on other [Continuation] instances it returns `'this` continuation unchanged.

`@SinceKotlin("1.3")`

Intercepts this continuation with

`[ContinuationInterceptor].intercepted()` if this function is invoked on other [Continuation] instances it returns `'this` continuation unchanged.

`@SinceKotlin("1.3")`

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`@SinceKotlin("1.3")`

Intercepts this continuation with

`[ContinuationInterceptor].intercepted()` if this function is invoked on other [Continuation] instances it returns `'this` continuation unchanged.

`@SinceKotlin("1.3")`
/*
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 */

package kotlin.text

/**
 * Returns a string representation of this
 [Long] value in the specified [radix].
 *
 * @throws IllegalArgumentException when [radix] is not a valid radix
 * for number to string conversion.
 */
@SinceKotlin("1.2")
public actual fun Long.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

*/

package kotlin.collections

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

import kotlin.js.*
import kotlin.ranges.contains
import kotlin.ranges.reversed

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 * 
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a 
 [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public actual fun UIntArray.asList(): List<UInt> {
...
return object : AbstractList<UInt>(), RandomAccess {\n    override val size: Int get() = this@asList.size\n    override fun isEmpty(): Boolean = this@asList.isEmpty()\n    override fun contains(element: UInt): Boolean = this@asList.contains(element)\n    override fun get(index: Int): UInt {\n        AbstractList.checkElementIndex(index, size)\n        return this@asList[index]\n    }\n    override fun indexOf(element: UInt): Int {\n        if ((element as Any?) !is UInt) return -1\n        return this@asList.indexOf(element)\n    }\n    override fun lastIndexOf(element: UInt): Int {\n        if ((element as Any?) !is UInt) return -1\n        return this@asList.lastIndexOf(element)\n    }\n}
externals/kotlin-js-jquery' package instead.")

public inline fun JQuery.draggable(params: Json): JQuery =
        asDynamic().draggable(params)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-
externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.selectable(): JQuery =
        asDynamic().selectable()
annotation class JsNonModule

/**
 * Adds prefix to ‘external’ declarations in a source file.
 * JavaScript does not have concept of packages (namespaces). They are usually emulated by nested objects.
 * The compiler turns references to ‘external’ declarations either to plain unpreferred names (in case of *plain* modules)
 * or to plain imports.
 * However, if a JavaScript library provides its declarations in packages, you won’t be satisfied with this.
 * You can tell the compiler to generate additional prefix before references to ‘external’ declarations using the
 * @JsQualifier(...) annotation.
 * Note that a file marked with the @JsQualifier(...) annotation can’t contain non-‘external’ declarations.
 * Example:
 * @JsQualifier(‘my.jsPackageName’) external fun foo(x: Int)

 * @property value the qualifier to add to the declarations in the generated code.
 * It must be a sequence of valid JavaScript identifiers separated by the ‘.’ character.
 */
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FILE)
public annotation class JsQualifier(val value: String)

/**
 * Marks experimental JS export annotations.
 * Note that behaviour of these annotations will likely be changed in the future. Usages of such annotations will be reported
 * as warnings unless an explicit opt-in with the [OptIn] annotation, e.g. @OptIn(ExperimentalJsExport::class),
 * or with the -X-opt-in=kotlin.js.ExperimentalJsExport compiler option is given.
 */
@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.WARNING)
@RequiresOptIn(level = RequiresOptIn.Level.WARNING)
@Retention(AnnotationRetention.SOURCE)
@Target(AnnotationTarget.CLASS, PROPERTY, FUNCTION, FILE)
public annotation class ExperimentalJsExport

/**
 * Exports top-level declaration.
 * Used in future IR-based backend. Has no effect in current JS backend.
 */
@ExperimentalJsExport
@SinceKotlin("1.3")
@Retention(AnnotationRetention.BINARY)
@Target(AnnotationTarget.FILE)
@Retention(AnnotationRetention.SOURCE)
@Target(AnnotationTarget.CLASS, PROPERTY, FUNCTION, FILE)
public annotation class JsExport

package kotlin

// these are used in common generated code in stdlib

// TODO: find how to deprecate these ones

@Target(AnnotationTarget.FIELD)
@Retention(AnnotationRetention.SOURCE)
public actual annotation class Volatile

@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.SOURCE)
public actual annotation class Synchronized

package kotlin.jvm

/*
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 */

package kotlin.collections

/**
 * Provides a skeletal implementation of the MutableCollection interface.
 * @param E the type of elements contained in the collection.
 */
public actual abstract class AbstractMutableCollection<E> protected actual constructor() : AbstractCollection<E>(), MutableCollection<E> {

    actual abstract override fun add(element: E): Boolean

    actual override fun remove(element: E): Boolean {
        val iterator = iterator()
        while (iterator.hasNext()) {
            if (iterator.next() == element) {
                iterator.remove()
                return true
            }
        }
        return false
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        var modified = false
        for (element in elements) {
            if (add(element)) modified = true
        }
        return modified
    }

    actual override fun removeAll(elements: Collection<E>): Boolean = (this as MutableIterable<E>).removeAll { it in elements }

    actual override fun clear(): Unit {
        val iterator = this.iterator()
        while (iterator.hasNext()) {
            iterator.next()  // old
        }
        iterator.remove()  // new
    }

    @JsName("toJSON")
    open fun toJSON(): Any = this.toArray()
}

/*
 * Based on GWT AbstractList
 */

// Copyright 2007 Google Inc.

package kotlin.collections

/**
 * Provides a skeletal implementation of the MutableList interface.
 * @param E the type of elements contained in the list.
 */
public actual abstract class AbstractMutableList<E> protected actual constructor():
Valued Fun Map Entry

private fun put(key: K, value: V): V? {
        val iter = entries.iterator()
        while (iter.hasNext()) {
            val entry = iter.next()
            if (entry.key == key) {
                val oldValue = entry.value
                this[entry.key] = newValue
                return oldValue
            }
        }
        return null
    }

    actual override fun remove(): V? = entryIterator.remove()
        return object : MutableIterator<V> {
            override fun hasNext(): Boolean = entryIterator.hasNext()
            override fun next(): V = entryIterator.next().value
        }

        override operator fun iterator(): MutableIterator<V> {
            val entryIterator = entries.iterator()
            return object : MutableIterator<V> {
                override fun hasNext(): Boolean = entryIterator.hasNext()
                override fun next(): V = entryIterator.next().value
            }
        }

        override fun remove() = entryIterator.remove()
                return value
            }
        }
        return null
    }

    actual override fun remove() = entryIterator.remove()
                        override fun remove() = entryIterator.remove()

                    override operator fun iterator(): MutableIterator<K> {
                        val entryIterator = entries.iterator()
                        return object : MutableIterator<K> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
                            override fun next(): K = entryIterator.next().key
                        }
                    }

                    override fun remove(key: K): Boolean {
                        if (containsKey(key)) {
                            val entry = entries.get(key)
                            if (entry != null) {
                                this[key] = entry.value
                                return true
                            }
                        }
                        return false
                    }

                    override fun remove(element: K): Boolean {
                        if (containsKey(element)) {
                            val entry = entries.get(element)
                            if (entry != null) {
                                this[element] = entry.value
                                return true
                            }
                        }
                        return false
                    }

                    override fun remove(element: V): Boolean {
                        for ((key, value) in this) {
                            if (value == element) {
                                val oldValue = this[key]
                                this[key] = null
                                return true
                            }
                        }
                        return false
                    }

                    override fun clear() = entryIterator.remove()
                        return object : MutableIterator<V> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
                            override fun next(): V = entryIterator.next().value
                        }
                    }

                    override fun remove() = entryIterator.remove()
                        return object : MutableIterator<V> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
                            override fun next(): V = entryIterator.next().value
                        }
                    }

                    override fun remove() = entryIterator.remove()
                        return object : MutableIterator<V> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
                            override fun next(): V = entryIterator.next().value
                        }
                    }

                    override fun remove() = entryIterator.remove()
                        return object : MutableIterator<V> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
                            override fun next(): V = entryIterator.next().value
                        }
                    }

                    override fun remove() = entryIterator.remove()
                        return object : MutableIterator<V> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
                            override fun next(): V = entryIterator.next().value
                        }
                    }

                    override fun remove() = entryIterator.remove()
                        return object : MutableIterator<V> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
                            override fun next(): V = entryIterator.next().value
                        }
                    }

                    override fun remove() = entryIterator.remove()
                        return object : MutableIterator<V> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
                            override fun next(): V = entryIterator.next().value
                        }
                    }

                    override fun remove() = entryIterator.remove()
                        return object : MutableIterator<V> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
                            override fun next(): V = entryIterator.next().value
                        }
                    }

                    override fun remove() = entryIterator.remove()
                        return object : MutableIterator<V> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
                            override fun next(): V = entryIterator.next().value
                        }
                    }

                    override fun remove() = entryIterator.remove()
                        return object : MutableIterator<V> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
Apache 2.0 license that can be found in the license/LICENSE.txt file. */

package kotlin.collections

/**
 * Provides a skeletal implementation of the [MutableSet] interface.
 * @param E the type of elements contained in the set. The set is invariant on its element type.
 * @param public actual abstract class AbstractMutableSet<
 */
public actual abstract class AbstractMutableSet<E> {

    public actual constructor() : AbstractMutableCollection<E>(), MutableSet<E>() {

        override fun equals(other: Any?): Boolean {
            if (other === this) return true
            if (other !is Set<*>) return false
            return AbstractSet.setEquals(this, other)
        }

        override fun hashCode(): Int = AbstractSet.unorderedHashCode(this)

    }

    override fun trimToSize() {}

    override fun ensureCapacity(minCapacity: Int) {}

    actual override val size: Int get() = array.size

    actual override fun get(index: Int): E = array[rangeCheck(index)] as E

    actual override fun set(index: Int, element: E): E {
        rangeCheck(index)
        return array[index].apply { array[index] = element } as E
    }

    actual override fun add(element: E): Boolean {
        array.asDynamic().push(element)
        modCount++
        return true
    }

    actual override fun add(index: Int, element: E): Unit {
        array.asDynamic().splice(insertionRangeCheck(index), 0, element)
        modCount++
    }

    actual override fun addAll(elements: Collection<E>): Boolean {
        if (elements.isEmpty()) return false
        array += elements.toTypedArray<Any?>()
        modCount++
        return true
    }

    actual override fun removeAt(index: Int): E {
        rangeCheck(index)
        modCount++
        return if (index == lastIndex)
            array.asDynamic().pop()
        else
            array.asDynamic().splice(index, 1)[0]
    }

    actual override fun remove(element: E): Boolean {
        for (index in array.indices) {
            if (array[index] == element) {
                array.asDynamic().splice(index, 1)
                modCount++
                return true
            }
        }
        return false
    }

    override fun removeRange(fromIndex: Int, toIndex: Int) {
        modCount++
        array.asDynamic().splice(fromIndex, toIndex - fromIndex)
    }

    actual override fun clear() {
        array = emptyArray()
        modCount++
    }

    actual override fun indexOf(element: E): Int = array.indexOf(element)

    actual override fun lastIndexOf(element: E): Int = array.lastIndexOf(element)

    override fun toString() = arrayToString(array)

    override fun toArray(): Array<Any?> = js('[]').slice.call(array)

    private fun rangeCheck(index: Int) = index.apply {
        AbstractList.checkElementIndex(index, size)
    }

    private fun insertionRangeCheck(index: Int) = index.apply {
        AbstractList.checkPositionIndex(index, size)
    }
}
package kotlin.collections

internal fun <T> sortArrayWith(array: Array<out T>, comparison: (T, T) -> Int) {
    if (getStableSortingIsSupported()) {
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, Comparator(comparison))
    }
}

internal fun <T> sortArrayWith(array: Array<out T>, comparator: Comparator<in T>) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: T, b: T -> comparator.compare(a, b) }
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, naturalOrder())
    }
}

internal fun <T : Comparable<T>> sortArray(array: Array<out T>) {
    if (getStableSortingIsSupported()) {
        val comparison = { a: T, b: T -> a.compareTo(b) }
        array.asDynamic().sort(comparison)
    } else {
        mergeSort(array.unsafeCast<Array<T>>(), 0, array.lastIndex, naturalOrder())
    }
}

private var _stableSortingIsSupported: Boolean? = null
private fun getStableSortingIsSupported(): Boolean {
    _stableSortingIsSupported?.let { return it }
    _stableSortingIsSupported = false
    val array = js("\[
].unsafeCast<Array<Int>()\) // known implementations may use stable sort for arrays of up to 512 elements
    // so we create slightly more elements to test stability
    for (index in 0 until 600) {
        array.asDynamic().push(index)
    }
    val comparison = { a: Int, b: Int -> (a and 3) - (b and 3) }
    array.asDynamic().sort(comparison)
    for (index in 1 until array.size) {
        if ((a and 3) == (b and 3) && a >= b) return false
    }
    _stableSortingIsSupported = true
    return true
}

private fun <T> mergeSort(array: Array<T>, start: Int, endInclusive: Int, comparator: Comparator<in T>): Array<T> {
    val buffer = arrayOfNulls<Any?>(array.size).unsafeCast<Array<T>()
    val result = mergeSort(array, buffer, start, end, comparator)
    if (result !== array) {
        result.forEachIndexed { i, v -> array[i] = v }
    }
    return result
}

@UseExperimental(ExperimentalUnsignedTypes::class)
@SinceKotlin("1.3")
@kotlin.js.JsName("contentDeepHashCodeImpl")
internal fun <T> Array<out T>.contentDeepHashCodeImpl(): Int {
    var result = 1
    for (element in this) {
        val elementHash = when {
            element == null -> 0
            isArrayish(element) -> (element.unsafeCast<Array<*>>()).contentDeepHashCodeImpl()
            element is UByteArray   -> element.contentHashCode()
            element is UShortArray  -> element.contentHashCode()
            element is UIntArray    -> element.contentHashCode()
            element is ULongArray   -> element.contentHashCode()
            else                    -> element.hashCode()
        }
        result = 31 * result + elementHash
    }
    return result
}

internal interface EqualityComparator {
    /**
     * Subclasses must override to return a value indicating
     * whether or not two keys or values are equal.
     */
    abstract fun equals(value1: Any?, value2: Any?): Boolean

    /**
     * Subclasses must override to return the
     * hash code of a given key.
     */
    abstract fun getHashCode(value: Any?): Int

    object HashCode : EqualityComparator {
        override fun equals(value1: Any?, value2: Any?) = value1 == value2
        override fun getHashCode(value: Any?) = value.contentHashCode()
    }

    object Int : EqualityComparator {
        override fun equals(value1: Any?, value2: Any?) = value1 == value2
        override fun getHashCode(value: Any?) = value::class.hashCode
    }
}

package kotlin.collections


class EqualityComparator {
    override fun equals(value1: Any?, value2: Any?): Boolean = value1 == value2
    override fun getHashCode(value: Any?): Int = value?.hashCode() ?: 0
}

import kotlin.collections.MutableMap

class HashMap<K, V> : AbstractMutableMap<K, V>, MutableMap<K, V> {
    private inner class EntrySet : AbstractMutableSet<MutableEntry<K, V>>() {

        override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")
        override fun clear() {
            this@HashMap.clear()
        }

        override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)

        override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = internalMap.iterator()

        override fun remove(element: MutableEntry<K, V>): Boolean {
            if (contains(element)) {
                this@HashMap.remove(element.key)
                return true
            }
            return false
        }

        override val size: Int get() = this@HashMap.size
    }

    private val internalMap: InternalMap<K, V>
    private val equality: EqualityComparator

    internal constructor(internalMap: InternalMap<K, V>) : super() {
        this.internalMap = internalMap
        this.equality = internalMap.equality
    }

    constructor() : this(InternalHashCodeMap(EqualityComparator.HashCode))

    constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : this(initialCapacity, 0.0f)

    constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    constructor(original: Map<out K, V>) : this() {
        this.putAll(original)
    }

    override fun clear() {
        internalMap.clear()
        //structureChanged(this)
    }

    override fun containsKey(key: K): Boolean = internalMap.containsKey(key)

    override fun containsValue(value: V): Boolean = internalMap.any {
        equality.equals(it.value, value)
    }

    override val entries: Set<MutableMap.MutableEntry<K, V>>
        get() {
            if (_entries == null) {
                _entries = createEntrySet()
            }
            return _entries!!
        }

    protected open fun createEntrySet(): Set<MutableMap.MutableEntry<K, V>> = EntrySet()

    override operator fun get(key: K): V? = internalMap.get(key)

    override fun put(key: K, value: V): V? = internalMap.put(key, value)

    override fun remove(key: K): V? = internalMap.remove(key)

    override val size: Int get() = internalMap.size
}

fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
    return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply {
        putAll(pairs)
    }
}

/*
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 */
/*
 * Based on GWT AbstractHashMap
 * Copyright 2008 Google Inc.
 */
import kotlin.collections.MutableMap

class HashMap<K, V> : AbstractMutableMap KP, V>, MutableMap<K, V> {
    private inner class EntrySet : AbstractMutableSet<MutableEntry<K, V>>() {

        override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")
        override fun clear() {
            this@HashMap.clear()
        }

        override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)

        override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = internalMap.iterator()

        override fun remove(element: MutableEntry<K, V>): Boolean {
            if (contains(element)) {
                this@HashMap.remove(element.key)
                return true
            }
            return false
        }

        override val size: Int get() = this@HashMap.size
    }

    private val internalMap: InternalMap<K, V>
    private val equality: EqualityComparator

    internal constructor(internalMap: InternalMap<K, V>) : super() {
        this.internalMap = internalMap
        this.equality = internalMap.equality
    }

    constructor() : this(InternalHashCodeMap(EqualityComparator.HashCode))

    constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : this(initialCapacity, 0.0f)

    constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    constructor(original: Map<out K, V>) : this() {
        this.putAll(original)
    }

    override fun clear() {
        internalMap.clear()
        //structureChanged(this)
    }

    override fun containsKey(key: K): Boolean = internalMap.containsKey(key)

    override fun containsValue(value: V): Boolean = internalMap.any {
        equality.equals(it.value, value)
    }

    override val entries: Set<MutableMap.MutableEntry<K, V>>
        get() {
            if (_entries == null) {
                _entries = createEntrySet()
            }
            return _entries!!
        }

    protected open fun createEntrySet(): Set<MutableMap.MutableEntry<K, V>> = EntrySet()

    override operator fun get(key: K): V? = internalMap.get(key)

    override fun put(key: K, value: V): V? = internalMap.put(key, value)

    override fun remove(key: K): V? = internalMap.remove(key)

    override val size: Int get() = internalMap.size
}

fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
    return HashMap<String, V>(InternalStringMap(EqualityComparator.HashCode)).apply {
        putAll(pairs)
    }
}
Constructs a new [HashSet] filled with the elements of the specified collection.

```kotlin
    actual constructor(elements: Collection<E>) {
        map = HashMap<E, Any>(elements.size)
        addAll(elements)
    }

    /**
     * Constructs a new empty [HashSet].
     *
     * @param initialCapacity the initial capacity (ignored)
     * @param loadFactor the load factor (ignored)
     * @throws IllegalArgumentException if the initial capacity or load factor are negative
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
        map = HashMap<E, Any>(initialCapacity, loadFactor)
    }

    actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    /**
     * Protected constructor to specify the underlying map. This is used by
     * *LinkedHashSet.*
     */
    internal constructor(map: HashMap<E, Any>) {
        this.map = map
    }

    actual override fun add(element: E): Boolean {
        val old = map.put(element, this)
        return old == null
    }

    actual override fun clear() {
        map.clear()
    }

    // public override fun clone(): Any {
    //     return HashSet<E>(this)
    // }

    actual override operator fun contains(element: E): Boolean = map.containsKey(element)

    actual override fun isEmpty(): Boolean = map.isEmpty()

    actual override fun iterator(): MutableIterator<E> = map.keys.iterator()

    actual override fun remove(element: E): Boolean = map.remove(element) != null
```
structureChanged(host){
    return entry.value
}

override fun clear() {
    backingMap = createJsMap()
    size = 0
}

override fun contains(key: K): Boolean = getEntry(key) != null

override fun get(key: K): V? = getEntry(key).value

private fun getEntry(key: K): MutableEntry<K, V> {
    val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
    if (chainOrEntry != null)
        return chainOrEntry.value
    return null
}

override fun clear() {
    backingMap = createJsMap()
    size = 0
}

override fun contains(key: K): Boolean = getEntry(key) != null

override fun get(key: K): V? = getEntry(key)?.value

private fun getEntry(key: K): MutableEntry<K, V> {
    val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
    if (chainOrEntry != null)
        return chainOrEntry.value
    return null
}

override fun clear() {
    backingMap = createJsMap()
    size = 0
}

override fun contains(key: K): Boolean = getEntry(key) != null

override fun get(key: K): V? = getEntry(key).value

private fun getEntry(key: K): MutableEntry<K, V> {
    val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
    if (chainOrEntry != null)
        return chainOrEntry.value
    return null
}

override fun clear() {
    backingMap = createJsMap()
    size = 0
}

override fun contains(key: K): Boolean = getEntry(key) != null

override fun get(key: K): V? = getEntry(key).value

private fun getEntry(key: K): MutableEntry<K, V> {
    val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
    if (chainOrEntry != null)
        return chainOrEntry.value
    return null
}

override fun clear() {
    backingMap = createJsMap()
    size = 0
}

override fun contains(key: K): Boolean = getEntry(key) != null

override fun get(key: K): V? = getEntry(key).value

private fun getEntry(key: K): MutableEntry<K, V> {
    val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
    if (chainOrEntry != null)
        return chainOrEntry.value
    return null
}

override fun clear() {
    backingMap = createJsMap()
    size = 0
}

override fun contains(key: K): Boolean = getEntry(key) != null

override fun get(key: K): V? = getEntry(key).value

private fun getEntry(key: K): MutableEntry<K, V> {
    val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key))
    if (chainOrEntry != null)
        return chainOrEntry.value
    return null
}
recordLastKnownStructure(map, this)

override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not supported on entries")

override fun clear() {
    this@LinkedHashMap.clear()
}

override operator fun contains(element: MutableEntry<K, V>): Boolean {
    return true
}

override fun remove(element: MutableEntry<K, V>): Boolean {
    if (contains(element)) {
        return true
    }
    return false
}

override val size: Int get() = this@LinkedHashMap.size

private var head: ChainEntry<K, V>? = null

/**
 * Add this node to the end of the chain.
 */
private fun ChainEntry<K, V>.addToEnd() {
    // This entry is not in the list.
    prev = this
    next = this
}

/**
 * Remove this node from the chain it is a part of.
 */
private fun ChainEntry<K, V>.remove() {
    if (this.next === this) {
        head = null
    } else {
        if (head === this) {
            head = next
        }
        next!!.prev = prev
        prev!!.next = next
    }
}

/*
 * The head of the insert order chain, which is a doubly-linked circular
 * list.
 */
private val map: HashMap<K, ChainEntry<K, V>>

/*
 * The hashmap that keeps track of our entries and the chain. Note that we
 * duplicate the key here to eliminate changes to HashMap and minimize the
 * code here, at the expense of additional space.
 */
private var valSel: HashMap<K, ChainEntry<K, V>>

/*
 * Constructs an empty [LinkedHashMap] instance.
 */
actual constructor() : super() {
    map = HashMap<K, ChainEntry<K, V>>()
}

internal constructor(backingMap: HashMap<K, Any>) : super() {
    @Suppress("UNCHECKED_CAST") // expected to work due to erasure
    map = backingMap as HashMap<K, ChainEntry<K, V>>
}

/*
 * Constructs an empty [LinkedHashMap] instance.
 */
actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(initialCapacity, loadFactor) {
    map = HashMap<K, ChainEntry<K, V>>()
}

actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

/*
 * Constructs an instance of [LinkedHashMap] filled with the contents of the specified [original] map.
 */
actual constructor(original: Map<out K, V>) {
    map = HashMap<K, ChainEntry<K, V>>()
    this.putAll(original)
}

actual override fun clear() {
    map.clear()
}

actual override fun containsKey(key: K): Boolean = map.containsKey(key)

actual override fun containsValue(value: V): Boolean {
    var node: ChainEntry<K, V> = head
    do {
        if (node.value == value) {
            return true
        }
        node = node.next!!
    } while (node !== head)
    return false
}

actual override fun createEntrySet(): MutableSet<MutableMap.MutableEntry<K, V>> = EntrySet()

actual override operator fun get(key: K): V? = map.get(key)

actual override fun put(key: K, value: V): V? {
    val old = map.get(key)
    if (old == null) {
        val newEntry = ChainEntry(key, value)
        map.put(key, newEntry)
        return old
    } else {
        if (old == value) {
            return null
        } else {
            newEntry!!.value = value
            map.put(key, newEntry)
        }
    }
}

actual override fun remove(key: K): V? {
    val entry = map.remove(key)
    if (entry != null) {
        entry!!.remove()
        return entry.value
    }
    return null
}

actual override val size: Int get() = map.size

fun this@LinkedHashMap.remove(element: Key) {
    if (contains(element)) {
        this@LinkedHashMap.remove(element)
        return true
    }
    return false
}

fun this@LinkedHashMap.remove(element: Key) {
    if (contains(element)) {
        this@LinkedHashMap.remove(element)
        return true
    }
    return false
}

fun this@LinkedHashMap.remove(element: Key) {
    if (contains(element)) {
        this@LinkedHashMap.remove(element)
        return true
    }
    return false
}

fun this@LinkedHashMap.remove(element: Key) {
    if (contains(element)) {
        this@LinkedHashMap.remove(element)
        return true
    }
    return false
}
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Based on GWT LinkedHashSet

Copyright 2008 Google Inc.

The implementation of the [MutableSet] interface, backed by a [LinkedHashMap] instance.

This implementation preserves the insertion order of elements during the iteration.

public abstract open class HashSet<E>, MutableSet<E>

internal constructor(map: LinkedHashMap<E, Any>) : super(map) /* Constructs a new empty [LinkedHashSet]. */

actual constructor() : super(LinkedHashMap<E, Any>()) /* Constructs a new [LinkedHashSet] filled with the elements of the specified collection. */

constructor(elements: Collection<E>) : super(LinkedHashMap<E, Any>()) {
    addAll(elements)
}

constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : super(LinkedHashMap<E, Any>(initialCapacity, loadFactor))

constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

clone(): Any {
    return LinkedHashSet(this)
}

fun linkedStringSetOf(vararg elements: String): LinkedHashSet<String> {
    return LinkedHashSet(linkedStringMapOf<Any>()).apply { addAll(elements) }
}

package kotlin

import kotlin.contracts.*

@Deprecated("Do not use Synchronized annotation in pure Kotlin/JS code", level = DeprecationLevel.ERROR)
public typealias Synchronized = kotlin.jvm.Synchronized

@Deprecated("Do not use Volatile annotation in pure Kotlin/JS code", level = DeprecationLevel.ERROR)
public typealias Volatile = kotlin.jvm.Volatile

@kotlin.internal.InlineOnly
public actual inline fun <R> synchronized(lock: Any, block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

package kotlin.io

internal abstract class BaseOutput {
    open fun println() {
        print("\n")
    }

    open fun println(message: Any?) {
        print(message)
    }

    abstract fun print(message: Any?)

    open fun flush() {}
}

@JsName("NodeJsOutput")
internal class NodeJsOutput(val outputStream: dynamic) : BaseOutput() {
    override fun print(message: Any?) {
        // TODO: Using local variable because of bug in block decomposition lowering in IR backend
        val messageString = String(message)
        outputStream.write(messageString)
    }

    override fun println(message: Any?) {
        println(message)
    }

    override fun println() {
        println("")
    }
}

@JsName("OutputToConsoleLog")
internal class OutputToConsoleLog : BaseOutput() {
    override fun print(message: Any?) {
        console.log(message)
    }

    override fun println(message: Any?) {
        console.log(message)
    }

    override fun println() {
        console.log("")
    }
}

@JsName("BufferedOutput")
internal open class BufferedOutput : BaseOutput() {
    var buffer = ""

    override fun print(message: Any?) {
        buffer += String(message)
    }

    override fun flush() {
        buffer = ""
    }
}

@JsName("BufferedOutputToConsoleLog")
internal class BufferedOutputToConsoleLog : BufferedOutput() {
    override fun print(message: Any?) {
        var buffer = ""
        override fun println(message: Any?) {
            println(message)
        }
    }

    override fun println() {
        println("")
    }
}

@kotlin.internal.InlineOnly
private inline fun String(value: Any?): String =
```kotlin
// Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.
@Suppress("NOT_DOCUMENTED")
public external class Date() {
    constructor(milliseconds: Number)
    constructor(dateString: String)
    constructor(year: Int, month: Int)
    constructor(year: Int, month: Int, day: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)
    getDate(): Int
    getDay(): Int
    getFullYear(): Int
    getHours(): Int
    getMilliseconds(): Int
    getMinutes(): Int
    getMonth(): Int
    getSeconds(): Int
    getTime(): Double
    getTimezoneOffset(): Int
    getUTCDate(): Int
    getUTCDay(): Int
    getUTCMilliseconds(): Int
    getUTCMinutes(): Int
    getUTCMonth(): Int
    getUTCMilliseconds(): Int
    getUTCSeconds(): Int
    toDateString(): String
    toISOString(): String
    toJSON(): Json
    toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String
    toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    toLocaleString(locales: String, options: LocaleOptions = definedExternally): String
    toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
}
```

```kotlin
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.js

/**
 * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public external class Date() {
    constructor(milliseconds: Number)
    constructor(dateString: String)
    constructor(year: Int, month: Int)
    constructor(year: Int, month: Int, day: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)
    getDate(): Int
    getDay(): Int
    getFullYear(): Int
    getHours(): Int
    getMilliseconds(): Int
    getMinutes(): Int
    getMonth(): Int
    getSeconds(): Int
    getTime(): Double
    getTimezoneOffset(): Int
    getUTCDate(): Int
    getUTCDay(): Int
    getUTCMilliseconds(): Int
    getUTCMinutes(): Int
    getUTCMonth(): Int
    getUTCMilliseconds(): Int
    getUTCSeconds(): Int
    toDateString(): String
    toISOString(): String
    toJSON(): Json
    toLocaleDateString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    toLocaleDateString(locales: String, options: LocaleOptions = definedExternally): String
    toLocaleString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    toLocaleString(locales: String, options: LocaleOptions = definedExternally): String
    toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String
    toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String
    toLocaleTimeString(locales: Array<String> = definedExternally, options: LocaleOptions = definedExternally): String
    toLocaleTimeString(locales: String, options: LocaleOptions = definedExternally): String
}
```

```kotlin
/*
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 */

package kotlin.coroutines

import kotlin.coroutines.intrinsics.CoroutineSingletons.*
import kotlin.coroutines.intrinsics.COROUTINE_SUSPENDED

@PublishedApi
@SinceKotlin("1.3")
internal actual class SafeContinuation<in T>
internal actual constructor(
    private val delegate: Continuation<T>,
    initialResult: Any?
) : Continuation<T> {
    @PublishedApi
    internal actual constructor(delegate: Continuation<T>) : this(delegate, UNDECIDED)

    public actual override val context: CoroutineContext
        get() = delegate.context

    private var result: Any? = initialResult

    public actual override fun resumeWith(result: Result<T>) {
        val cur = this.result
        when {
            cur === UNDECIDED -> {
                this.result = result.value
            }
            cur === COROUTINE_SUSPENDED -> {
                this.result = RESUMED
                delegate.resumeWith(result)
            }
            else -> throw IllegalStateException("Already resumed")
        }
    }

    @PublishedApi
    internal actual fun getOrThrow(): Any? {
        if (result === UNDECIDED) {
            result = COROUTINE_SUSPENDED
        }
        val result = this.result
        return when {
            result === RESUMED -> throw IllegalAccessException("Already resumed")
            result === COROUTINE_SUSPENDED // already called continuation, indicate COROUTINE_SUSPENDED upstream
            else -> throw result.getOrThrow()
        }
    }
}
```

```kotlin
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 */

package kotlin.coroutines.js.internal

import kotlin.coroutines.Continuation
import kotlin.coroutines.EmptyCoroutineContext

@PublishedApi
@SinceKotlin("1.3")
internal val EmptyContinuation = Continuation<Any?>(EmptyCoroutineContext) { result ->
    result.getOrThrow()
}
```

```kotlin
/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.js

/**
 * Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public external class Date() {
    constructor(milliseconds: Number)
    constructor(dateString: String)
    constructor(year: Int, month: Int)
    constructor(year: Int, month: Int, day: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)
    constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)
```
Apache 2.0 license that can be found in the license/LICENSE.txt file.\n
*/\n\n@file:kotlin.jvm.JvmMultifileClass\n@file:kotlin.jvm.JvmName(\"StringsKt\")\n\npackage
kotlin.text\n\n/**\n * A mutable sequence of characters.\n *\n * String builder can be used to efficiently perform
multiple string manipulation operations.\n */\nexpect class StringBuilder : Appendable, CharSequence {\n /**
Constructs an empty string builder. */\n constructor()\n\n /** Constructs an empty string builder with the
specified initial [capacity]. */\n constructor(capacity: Int)\n\n /** Constructs a string builder that contains the
same characters as the specified [content] char sequence. */\n constructor(content: CharSequence)\n\n /**
Constructs a string builder that contains the same characters as the specified [content] string. */\n
@SinceKotlin(\"1.3\")\n// @ExperimentalStdlibApi\n constructor(content: String)\n\n override val length:
Int\n\n override operator fun get(index: Int): Char\n\n override fun subSequence(startIndex: Int, endIndex: Int):
CharSequence\n\n override fun append(value: Char): StringBuilder\n override fun append(value:
CharSequence?): StringBuilder\n override fun append(value: CharSequence?, startIndex: Int, endIndex: Int):
StringBuilder\n\n /**\n * Reverses the contents of this string builder and returns this instance.\n *\n *
Surrogate pairs included in this string builder are treated as single characters.\n * Therefore, the order of the highlow surrogates is never reversed.\n *\n * Note that the reverse operation may produce new surrogate pairs that
were unpaired low-surrogates and high-surrogates before the operation.\n * For example, reversing
`\"\\uDC00\\uD800\"` produces `\"\\uD800\\uDC00\"` which is a valid surrogate pair.\n */\n fun reverse():
StringBuilder\n\n /**\n * Appends the string representation of the specified object [value] to this string builder
and returns this instance.\n *\n * The overall effect is exactly as if the [value] were converted to a string by the
`value.toString()` method,\n * and then that string was appended to this string builder.\n */\n fun
append(value: Any?): StringBuilder\n\n /**\n * Appends the string representation of the specified boolean
[value] to this string builder and returns this instance.\n *\n * The overall effect is exactly as if the [value] were
converted to a string by the `value.toString()` method,\n * and then that string was appended to this string
builder.\n */\n @SinceKotlin(\"1.3\")\n// @ExperimentalStdlibApi\n fun append(value: Boolean):
StringBuilder\n\n /**\n * Appends characters in the specified character array [value] to this string builder and
returns this instance.\n *\n * Characters are appended in order, starting at the index 0.\n */\n
@SinceKotlin(\"1.3\")\n @ExperimentalStdlibApi\n fun append(value: CharArray): StringBuilder\n\n /**\n
* Appends the specified string [value] to this string builder and returns this instance.\n */\n
@SinceKotlin(\"1.3\")\n// @ExperimentalStdlibApi\n fun append(value: String): StringBuilder\n\n /**\n *
Returns the current capacity of this string builder.\n *\n * The capacity is the maximum length this string
builder can have before an allocation occurs.\n */\n @SinceKotlin(\"1.3\")\n @ExperimentalStdlibApi\n fun
capacity(): Int\n\n /**\n * Ensures that the capacity of this string builder is at least equal to the specified
[minimumCapacity].\n *\n * If the current capacity is less than the [minimumCapacity], a new backing storage
is allocated with greater capacity.\n * Otherwise, this method takes no action and simply returns.\n */\n
@SinceKotlin(\"1.3\")\n @ExperimentalStdlibApi\n fun ensureCapacity(minimumCapacity: Int)\n\n /**\n *
Returns the index within this string builder of the first occurrence of the specified [string].\n *\n * Returns `-1`
if the specified [string] does not occur in this string builder.\n */\n @SinceKotlin(\"1.3\")\n
@ExperimentalStdlibApi\n fun indexOf(string: String): Int\n\n /**\n * Returns the index within this string
builder of the first occurrence of the specified [string],\n * starting at the specified [startIndex].\n *\n *
Returns `-1` if the specified [string] does not occur in this string builder starting at the specified [startIndex].\n
*/\n @SinceKotlin(\"1.3\")\n @ExperimentalStdlibApi\n fun indexOf(string: String, startIndex: Int): Int\n\n
/**\n * Returns the index within this string builder of the last occurrence of the specified [string].\n * The last
occurrence of empty string `\"\"` is considered to be at the index equal to `this.length`.\n *\n * Returns `-1` if
the specified [string] does not occur in this string builder.\n */\n @SinceKotlin(\"1.3\")\n
@ExperimentalStdlibApi\n fun lastIndexOf(string: String): Int\n\n /**\n * Returns the index within this string
builder of the last occurrence of the specified [string],\n * starting from the specified [startIndex] toward the
beginning.\n *\n * Returns `-1` if the specified [string] does not occur in this string builder starting at the
specified [startIndex].\n */\n @SinceKotlin(\"1.3\")\n @ExperimentalStdlibApi\n fun lastIndexOf(string:

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Sets the character at the specified [index] to the specified [value].

Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.

Removes the character at the specified [index] from this string builder and returns this instance.

Removes characters in the specified range from this string builder and returns this instance.

Copies characters from this string builder into the [destination] character array.

Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.

Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.

Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
subarray to insert.

@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

@throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

The inserted characters go in the same order as in the [value] character sequence, starting at [index].

@since Kotlin("1.3")
@experimental
public expect fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * The inserted characters will be inserted as if [value] contained the four characters `\"null\"`.

@params index the position in this string builder to insert at.
 * @param value the character sequence from which a subsequence is inserted.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.

@since Kotlin("1.3")
@experimental
public expect fun StringBuilder.insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder

@Suppress("EXTENSION_SHADOWED_BY_MEMBER")
@deprecated("Use append(value) instead", ReplaceWith("append(value = obj)"), DependencyLevel.WARNING)
@kotlin.internal.InlineOnly
public inline fun StringBuilder.append(obj: Any?): StringBuilder = this.append(obj)

/**
 * Builds new string by populating newly created [StringBuilder] using provided [builderAction] and then converting it to [String].

@since Kotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun buildString(capacity: Int, builderAction: StringBuilder.() -> Unit): String =

StringBuilder(capacity).apply(builderAction).toString()

/**
 * Appends all arguments to the given [StringBuilder].

*/
public fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/**
 * Appends all arguments to the given [StringBuilder].

*/
public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

package kotlin.dom

import org.w3c.dom.*

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.

*/
public val Node.isText: Boolean
    get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

/**
 * Gets a value indicating whether this node is an [Element].

*/
public val Node.isElement: Boolean
    get() = nodeType == Node.ELEMENT_NODE

package org.w3c.dom.events

public fun EventListener(handler: (Event) -> Unit): EventListener = EventListenerHandler(handler)

private class EventListenerHandler(private val handler: (Event) -> Unit) : EventListener {
    public override fun handleEvent(event: Event) {
        handler(event)
    }

    public override fun toString(): String = "EventListenerHandler($handler)"
}

package org.w3c.dom

public external interface ItemArrayLike<out T> {
    val length: Int
    fun item(index: Int): T?
}

/**
 * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`.

*/
public fun ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {
    override val override val size: Int
        get() = this@asList.length

    override fun get(index: Int): T = when (index) {
        in 0..lastIndex -> this@asList.item(index).unsafeCast<T>()
        else -> throw IndexOutOfBoundsException("index $index is not in range [0..$lastIndex]")
    }
}
package kotlin.dom

import org.w3c.dom.*

/** Removes all the children from this node. */
public fun Node.clear() {
    while (hasChildNodes()) {
        removeChild(firstChild!!)
    }
}

/** Creates text node and append it to the element. */
fun Node.appendText(text: String): Node {
    appendChild(ownerDocument!!.createTextNode(text))
    return this
}

package kotlin.js

/** Reinterprets this value as a value of the [dynamic type](/docs/reference/dynamic-type.html). */
@kotlin.internal.InlineOnly
public inline fun Any?.asDynamic(): dynamic = this

/** Reinterprets this value as a value of the specified type [T] without any actual type checking. */
@kotlin.internal.InlineOnly
public inline fun <T> Any?.unsafeCast(): @kotlin.internal.NoInfer T = this.asDynamic()

/** Reinterprets this `dynamic` value as a value of the specified type [T] without any actual type checking. */
@kotlin.internal.DynamicExtension
@kotlin.internal.InlineOnly
public inline fun <T> dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this

/** Allows to iterate this `dynamic` object in the following cases:
 * - when it has an `iterator` function,
 * - when it is an array
 * - when it is an instance of [kotlin.collections.Iterable]
 */
@kotlin.internal.DynamicExtension
public operator fun dynamic.iterator(): Iterator<dynamic> {
    val r: Any? = this

    return when {
        this["iterator"] != null ->
            this["iterator"]() as Array<*>
        isArrayish(r) ->
            r.unsafeCast<Array<*>>().iterator()

        else ->
            (r as Iterable<*>).iterator()
    }
}

package kotlin

// NOTE: Do not author your exceptions as they are written in this file, instead use this
template:
/*
public open class MyException : Exception {
    constructor() : super()
    constructor(message: String?) : super(message)
    constructor(message: String?, cause: Throwable?) : super(message, cause)
    constructor(cause: Throwable?) : super(cause)
}
*/

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Error actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause, null)
}

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Exception actual constructor(message: String?, cause: Throwable?) : Throwable(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause, null)
}

public actual open class RuntimeException actual constructor(message: String?, cause: Throwable?) : Exception(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause, null)
}

public actual open class IllegalArgumentException actual constructor(message: String?, cause: Throwable?) : Exception(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause, null)
}
constructor(message: String?, cause: Throwable?): RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IllegalStateException constructor(message: String?, cause: Throwable?): RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, message)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class IndexOutOfBoundsException constructor(message: String?): RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class ConcurrentModificationException constructor(message: String?, cause: Throwable?): RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UnsupportedOperationException constructor(message: String?, cause: Throwable?): RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class NumberFormatException constructor(message: String?): IllegalArgumentException(message) {
    actual constructor() : this(null)
}

public actual open class NullPointerException constructor(message: String?): RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class ClassCastException constructor(message: String?): RuntimeException(message) {
    actual constructor() : this(null)
}

private constructor(message: String?, cause: Throwable?): Error(message, cause) {
    actual constructor() : this(null)
    constructor(message: String?) : this(message, message)
    actual constructor(message: Any?) : this(message.toString(), message as Throwable)
}

public actual open class NoSuchElementException constructor(message: String?): RuntimeException(message) {
    actual constructor() : this(null)
}

@SinceKotlin("1.3")
public actual open class ArithmeticException constructor(message: String?): RuntimeException(message) {
    actual constructor() : this(null)
}

public actual open class NoWhenBranchMatchedException constructor(message: String?, cause: Throwable?): RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

public actual open class UninitializedPropertyAccessException constructor(message: String?, cause: Throwable?): RuntimeException(message, cause) {
    actual constructor() : this(null, null)
    actual constructor(message: String?) : this(message, null)
    actual constructor(cause: Throwable?) : this(cause)
}

package kotlin.collections

/**
 * Groups elements from the [Grouping] source by key and counts elements in each group.
 * @return a [Map] associating the key of each group with the count of element in the group.
 */
@SinceKotlin("1.1")
public actual fun <T, K> Grouping<T, K>.eachCount(): Map<K, Int> =
    fold(0) { acc, _ -> acc + 1 }

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

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

package kotlin.collections

/**
 * Represents a source of elements with a [keyOf] function, which can be applied to each element to get its key.
 * A [Grouping] structure serves as an intermediate step in group-and-fold operations:
 * they group elements by their keys and then fold each group with some aggregating operation.
 * It is created by attaching `keySelector: (T) -> K` function to a source of elements.
 * To get an instance of [Grouping] use one of `groupingBy` extension functions:
 * [Array.groupingBy], [CharSequence.groupingBy], [Iterable.groupingBy], [Sequence.groupingBy]
 */

see the [extension functions](#extension-functions) for `Grouping`.

```kotlin
fun sourceIterator(): Iterator<T> /* Extracts the key of an [element]. */
fun keyOf(element: T): K
```

### Grouping Interface

```kotlin
interface Grouping<T, out K> {
    /** Returns an [Iterator] over the elements of the source of this grouping. */
    fun sourceIterator(): Iterator<T>
    /** Extracts the key of an [element]. */
    fun keyOf(element: T): K
}
```

### Grouping aggregate Function

```kotlin
```

### Grouping aggregateTo Function

```kotlin
```

### Grouping fold Function

```kotlin
```

### Grouping aggregateByRadix Function

```kotlin
```

### Grouping foldByEvenLengthWithComputedInitialValue Function

```kotlin
```

---

Open Source Used In DCNM 12.12.0(2) 3882
[initialValueSelector] function is not called for that group.

```
* @param operation a function that is invoked on each element with the following parameters:
  - `key`: the key of the group this element belongs to;
  - `accumulator`: the current value of the accumulator of the group;
  - `element`: the element from the source being accumulated.
* @return the [destination] map associating the key of each group with the result of accumulating the group elements.
```

### foldTo

```
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValueSelector(key, e) else acc as R, e) }
```

### foldByEvenLengthWithComputedInitialValueTo

```
    aggregate { key, acc, e, first -> operation(if (first) initialValue else acc as R, e) }
```

### foldByEvenLengthWithConstantInitialValueTo

```
    aggregateTo(destination) { key, acc, e, first -> operation(key, if (first) initialValue else acc as R, e) }
```

### reduceByMaxVowels

```
    aggregate { key, acc, e ->
        if (first) e else operation(key, acc as S, e)
    }
```

### foldByEvenLengthWithConstantInitialValue

```
    aggregate { key, acc, e, first -> operation(if (first) initialValue else acc as R, e) }
```

### reduce

```
    aggregate { key, acc, e ->
        if (first) e else operation(key, acc as S, e)
    }
```

---

Open Source Used In DCNM 12 12.0(2) 3883
each subsequent element of the group with the following parameters:

* `accumulator`: the current value of the accumulator of the group;
* `element`: the element from the source being folded;
* `return the [destination] map associating the key of each group with the result of accumulating the group elements.`

```kotlin
@sample samples.collections.Grouping.reduceByMaxVowelsTo
fun <S, T : S, K, M : MutableMap<K, S>> Grouping<T, K>.reduceTo(
    destination: M,
    operation: (key: K, accumulator: S, element: T) -> S
): M =
    aggregateTo(destination) { key, acc, e, first ->
        @Suppress("UNCHECKED_CAST")
        if (first) e else operation(key, acc as S, e)
    }
```

```kotlin
/**
 * Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map.
* If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial
value of the counter for that group.
* @return the [destination] map associating the key of each group with the count of elements in the group.
*/
fun <T, K, M : MutableMap<K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }
```

```kotlin
/*
/**
 * Groups elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements
in each group to the given [destination] map.
* If the [destination] map already has a value corresponding to the key of some group, that value is used as an initial
value of the sum for that group.
* @return the [destination] map associating the key of each group with the sum of elements in the group.
*/
fun <T, K, M : MutableMap<K, Int>> Grouping<T, K>.eachSumOfTo(destination: M, valueSelector: (T) -> Int): M =
        foldTo(destination, 0) { acc, e -> acc + valueSelector(e)}
*/
```

```kotlin
/*
// TODO: sum by long and by double overloads

fun <T, K> Grouping<T, K>.sumEachByLong(valueSelector: (T) -> Long): Map<K, Long> =
        fold(0L) { acc, e -> acc + valueSelector(e)}
```
public fun exp(value: Double): Double
@Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun max(vararg values: Int): Int
@Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)
    public fun min(vararg values: Double): Double
@Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun max(vararg values: Float): Float
@Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)
    public fun min(vararg values: Float): Float
@Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)
    public fun min(vararg values: Double): Double
@Deprecated("Use kotlin.math.sqrt instead.", ReplaceWith("sqrt(value)", "kotlin.math.sqrt"), level = DeprecationLevel.ERROR)
    public fun sqrt(value: Double): Double
@Deprecated("Use kotlin.math.tan instead.", ReplaceWith("tan(value)", "kotlin.math.tan"), level = DeprecationLevel.ERROR)
    public fun tan(value: Double): Double
@Deprecated("Use kotlin.math.ln instead.", ReplaceWith("ln(value)", "kotlin.math.ln"), level = DeprecationLevel.ERROR)
    public fun log(value: Double): Double
@Deprecated("Use kotlin.math.pow instead.", ReplaceWith("base.pow(exp)", "kotlin.math.pow"), level = DeprecationLevel.ERROR)
    public fun pow(base: Double, exp: Double): Double
@Deprecated("Use kotlin.math.floor instead.", ReplaceWith("floor(value)", "kotlin.math.floor"), level = DeprecationLevel.ERROR)
    public fun floor(value: Number): Int
@Deprecated("Use kotlin.math.ceil instead.", ReplaceWith("ceil(value)", "kotlin.math.ceil"), level = DeprecationLevel.ERROR)
    public fun ceil(value: Number): Int
@Deprecated("Use kotlin.math.trunc instead.", ReplaceWith("trunc(value)", "kotlin.math.trunc"), level = DeprecationLevel.ERROR)
    public fun trunc(value: Number): Double
@PublishedApi
    internal fun trunc(value: Number): Double
@PublishedApi
    internal fun sign(value: Number): Double

@PublishedApi
    internal fun sinh(value: Double): Double
@PublishedApi
    internal fun cosh(value: Double): Double
@PublishedApi
    internal fun tanh(value: Double): Double
@PublishedApi
    internal fun asinh(value: Double): Double
@PublishedApi
    internal fun acosh(value: Double): Double
@PublishedApi
    internal fun atanh(value: Double): Double

@PublishedApi
    internal fun hypot(x: Double, y: Double): Double
@PublishedApi
    internal fun expm1(value: Double): Double
@PublishedApi
    internal fun log10(value: Double): Double
@PublishedApi
    internal fun log2(value: Double): Double
@PublishedApi
    internal fun log1p(value: Double): Double

@PublishedApi
    internal fun clz32(value: Int): Int
}

/**
 * Returns the smaller of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use minOf or kotlin.math.min instead", level = DeprecationLevel.ERROR)
    public fun Math.min(a: Long, b: Long): Long =
    if (a <= b) a else b

/**
 * Returns the greater of two values.
 */
@Suppress("DEPRECATION")
@Deprecated("Use maxOf or kotlin.math.max instead", level = DeprecationLevel.ERROR)
    public fun Math.max(a: Long, b: Long): Long =
    if (a >= b) a else b

/**
 * An interface for indexing access to a collection of key-value pairs, where type of key is [String] and type of value is [Any?][Any].
 */
public external interface Json {
    /**
     * Calls to the function will be translated to indexing operation (square brackets) on the receiver with 
     * [propertyName] as the argument.
     */
    operator fun get(propertyName: String): Any?

    /**
     * Calls of the function will be translated to an assignment of [value] to the receiver indexed (with square brackets/index operation) with [propertyName] as the argument.
     */
    operator fun set(propertyName: String, value: Any?): Unit
}

/**
 * A function that will be translated to indexing operation (square brackets) on the receiver with 
 * [propertyName] as the argument. The function will be called for each key-value pair in the [Json] object.
 */
fun */**html */ **accepts translation*:**
    function get(key: String): Any {
        return this[key]
    }
    function set(key: String, value: Any) {
        this[key] = value
    }
}

/**
 * A function that will be translated to an assignment of [value] to the receiver indexed (with square brackets/index operation) with [propertyName] as the argument. The function will be called for each key-value pair in the [Json] object.
 */
fun */**html */ **accepts translation*:**
    function get(key: String): Any {
        return this[key]
    }
    function set(key: String, value: Any) {
        this[key] = value
    }
}
simple JavaScript object (as [Json]) using provided key-value pairs as names and values of its properties.

```kotlin
public fun json(vararg pairs: Pair<String, Any?>): Json {
    val res: dynamic = js("({})")
    for ((name,
    value) in pairs) {
        res[name] = value
    }
    return res
}

/**
 * Adds key-value pairs from [other] to [this].
 * Returns the original receiver.
 */
public fun Json.add(other: Json): Json {
    val keys: Array<String> = js("Object").keys(other)
    for (key in keys) {
        this[key] = other[key];
    }
    return this
}

/**
 */
@Suppress("NOT_DOCUMENTED")
public external object JSON {
    public fun stringify(o: Any?): String
    public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)? = definedExternally, space: Int): String
    public fun stringify(o: Any?, replacer: Array<String>): String
    public fun stringify(o: Any?, replacer: Array<String>, space: Int): String
    public fun stringify(o: Any?, replacer: Array<String>, space: String): String
    public fun <T> parse(text: String): T
    public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?)?): T
}

=======
region

================ Double Math ================================

/**
 * Computes the sine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Double): Double = nativeMath.sin(x)

/**
 * Computes the cosine of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Double): Double = nativeMath.cos(x)

/**
 * Computes the tangent of the angle [x] given in radians.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Double): Double = nativeMath.tan(x)

/**
 * Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value `y` / `x`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)

```
Special cases:

- `tanh(NaN)` is `NaN`
- `tanh(+Inf)` is `1.0`
- `tanh(-Inf)` is `-1.0`

* `@SinceKotlin("1.2")` @InlineOnly @public actual inline fun tanh(x: Double): Double = nativeMath.tanh(x)

Special cases:

- `asinh(NaN)` is `NaN`
- `asinh(+Inf)` is `+Inf`
- `asinh(-Inf)` is `-Inf`

* `@SinceKotlin("1.2")` @InlineOnly @public actual inline fun asinh(x: Double): Double = nativeMath.asinh(x)

Special cases:

- `acosh(NaN)` is `NaN`
- `acosh(x)` is `NaN` when `x < 1`
- `acosh(+Inf)` is `+Inf`

* `@SinceKotlin("1.2")` @InlineOnly @public actual inline fun acosh(x: Double): Double = nativeMath.acosh(x)

Special cases:

- `tanh(NaN)` is `NaN`
- `tanh(x)` is `NaN` when `x > 1` or `x < -1`
- `tanh(1.0)` is `+Inf`
- `tanh(-1.0)` is `-Inf`

* `@SinceKotlin("1.2")` @InlineOnly @public actual inline fun atanh(x: Double): Double = nativeMath.atanh(x)

Special cases:

- `sqrt(x^2 + y^2)` without intermediate overflow or underflow. `x * y`
- `sqrt(NaN)` is `NaN`
- `sqrt(+Inf)` is `+Inf`

* `@SinceKotlin("1.2")` @InlineOnly @public actual inline fun sqrt(x: Double): Double = nativeMath.sqrt(x)

Special cases:

- `exp(NaN)` is `NaN`
- `exp(+Inf)` is `+Inf`
- `exp(-Inf)` is `0.0`

* `@SinceKotlin("1.2")` @InlineOnly @public actual inline fun exp(x: Double): Double = nativeMath.exp(x)

Special cases:

- `expm1(NaN)` is `NaN`
- `expm1(+Inf)` is `+Inf`
- `expm1(-Inf)` is `-1.0`

* `@SinceKotlin("1.2")` @InlineOnly @public actual inline fun expm1(x: Double): Double = nativeMath.expm1(x)

Special cases:

- `ln(NaN)` is `NaN`
- `ln(x)` is `NaN` when `x < 0`
- `ln(+Inf)` is `+Inf`
- `ln(0.0)` is `-Inf`

* `@SinceKotlin("1.2")` @InlineOnly @public actual inline fun ln(x: Double): Double = nativeMath.log(x)

Special cases:

- `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
- `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.

* `@SinceKotlin("1.2")` @InlineOnly @public actual inline fun ceil(x: Double): Double = nativeMath.ceil(x).unsafeCast<Double>()
\( x \) where \( x \) is \'Na\)'N or \'+Inf' or \'-Inf' or already a mathematical integer.\n
\[*\text{@SinceKotlin("1.2")}*\]
\[*\text{nativeMath.floor(x)}\]*\n
\[*\text{Double} = nativeMath.floor(x).unsafeCast<Double>()\]* \n
\[*\text{Rounds the given value [x]}\] to an integer towards zero.\n
\[*\text{@return the value [x]}\] having its fractional part truncated.\n
\[*\text{Special cases:}x = \text{NaN} \text{ or} \text{ +Inf} \text{ or} \text{ -Inf} \text{ or already a mathematical integer.} \]

\[*\text{nativeMath.floor(x)}\]*\n
\[*\text{Double} = nativeMath.trunc(x).unsafeCast<Double>()\]* \n
\[*\text{Rounds the given value [x]}\] towards the closest integer with ties rounded towards even integer.\n
\[*\text{val floor = floor(x)}\]* \n
\[*\text{return if (floor f} \text{loor ceil(x)}\]*\n
\[*\text{Double} = nativeMath.abs(x).unsafeCast<Double>()\]* \n
\[*\text{Returns the sign of the given value [x]}\]* \n
\[*\text{val sign = nativeMath.sign(x)}\]* \n
\[*\text{Double} = nativeMath.sign(x).unsafeCast<Double>()\]* \n
\[*\text{Returns the smaller of two values.} x\]* \n
\[*\text{Double} = nativeMath.min(a, b).unsafeCast<Double>()\]* \n
\[*\text{Returns the greater of two values.} x\]* \n
\[*\text{Double} = nativeMath.max(a, b).unsafeCast<Double>()\]* \n
\[*\text{Double} = nativeMath.pow(this, x).unsafeCast<Double>()\]* \n
\[*\text{Special cases:}x = \text{NaN} \text{ or} \text{ +Inf} \text{ or} \text{ -Inf} \text{ or already a mathematical integer.} \]

\[*\text{Double} = nativeMath.pow(this, n.toDouble()).unsafeCast<Double>()\]* \n
\[*\text{Double} = this.withSign(sign.toDouble())\]* \n
\[*\text{Returns the ulp (unit in the last place) of this value.} \]

\[*\text{Double} = when { \text{this.isNaN()} \| \text{this == Double.MAX_VALUE} \} \text{Double.POSITIVE_INFINITY} \} \text{this\n} \text{== Double.MIN_VALUE} \} \text{this\n} \text{this == 0.0} \} \text{Double.MIN_VALUE} \text{\n} \text{else -> Double.fromBits((this.toRawBits() + if (this > 0) 1 else -1)|x).unsafeCast<Double>()\}* \n
\[*\text{Returns the [Double] value nearest to this value in direction of negative infinity.} \]

\[*\text{Double.nextTowards(to: Double) = when { \text{this.isNaN()} || \text{this == Double.NEGATIVE_INFINITY} \} \text{this\n} \text{this == 0.0} \} \text{Double.MIN_VALUE} \} \text{else -> Double.fromBits((this.toRawBits() + if (this > 0) 1 else -1)|x).unsafeCast<Double>()\}* \n
\[*\text{Returns the [Double] value nearest to this value in direction of positive infinity.} \]

\[*\text{Double.nextDown() = when { \text{this.isNaN()} \| \text{this == Double.NEGATIVE_INFINITY} \} \text{this\n} \text{this == 0.0} \} \text{Double.MIN_VALUE} \} \text{else -> Double.fromBits((this.toRawBits() + if (this > 0) 1 else -1)|x).unsafeCast<Double>()\} \n
\[*\text{Returns the [Double] value nearest to this value in direction of negative infinity.} \]

\[*\text{Double.nextUp() = when { \text{this.isNaN()} || \text{this == Double.POSITIVE_INFINITY} \} \text{this\n} \text{this == 0.0} \} \text{Double.MIN_VALUE} \} \text{else -> Double.fromBits((this.toRawBits() + if (this > 0) 1 else -1)|x).unsafeCast<Double>()\} \n
\[*\text{Returns the [Double] value nearest to this value in direction of positive infinity.} \]
to this -> this.nextUp();
else /* to < this */ -> this.nextDown();
}

/**
 * Rounds this [Double]
 value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 * Special cases:
 * `Double.valueOf(Object)` returns `NaN` when `x` is `NaN`
 * `Double.valueOf(Object) throws IllegalArgument
Exception` when this value is `NaN`
 * `Int.valueOf(Double)` returns `Int.MAX_VALUE` when `x` < `Int.MAX_VALUE`
 * `Int.valueOf(Double) @throws Illeg
alArgumentException` when this value is `NaN`
 * `Int.valueOf(Double)` returns `Int.MIN_VALUE` when `x` > `Int.MIN_VALUE`
 * `Int.valueOf(Double) @throws Illeg
alArgumentException` when this value is `NaN`
 */
@SinceKotlin("1.2")
public actual fun Double.roundToInt(): Int = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Int.MAX_VALUE -> Int.MAX_VALUE
    this < Int.MIN_VALUE -> Int.MIN_VALUE
    else ->
        nativeMath.round(this).unsafeCast<Double>().toInt()
}

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 * Special cases:
 * `Long.valueOf(Object)` returns `Long.MAX_VALUE` when `x` > `Long.MAX_VALUE`
 * `Long.valueOf(Object) throws Illeg
alArgumentException` when this value is `NaN`
 * `Long.valueOf(Double)` returns `Long.MIN_VALUE` when `x` < `Long.MIN_VALUE`
 * `Long.valueOf(Double) @throws Illeg
alArgumentException` when this value is `NaN`
 */
@SinceKotlin("1.2")
public actual fun Double.roundToLong(): Long = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Long.MAX_VALUE -> Long.MAX_VALUE
    this < Long.MIN_VALUE -> Long.MIN_VALUE
    else ->
        nativeMath.round(this).unsafeCast<Double>().toLong()
}

// endregion


// region ================
Float Math ========================================

/** Computes the sine of the angle [x] given
in radians.
 * Special cases:
 * `sin(NaN|+Inf|-Inf)` is `NaN`
 * `sin(0)` is `0.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sin(x: Float): Float =
    nativeMath.sin(x.toDouble()).toFloat()

/** Computes the cosine of the angle [x] given in radians.
 * Special cases:
 * `cos(NaN|+Inf|-Inf)` is `NaN`.
 * `cos(0)` is `1.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun cos(x: Float): Float =
    nativeMath.cos(x.toDouble()).toFloat()

/** Computes the tangent of the angle [x] given in radians.
 * Special cases:
 * `tan(NaN|+Inf|-Inf)` is `NaN`
 * `tan(0)` is `0.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun tan(x: Float): Float =
    nativeMath.tan(x.toDouble()).toFloat()

/** Returns the angle `theta` of the polar coordinates `(r, theta)` that
 correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value 
 
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun atan(x: Float): Float =
    nativeMath.atan(x.toDouble()).toFloat()

/** Computes the hyperbolic sine of the value [x].
 * Special cases:
 * `sinh(NaN)` is `NaN`
 * `sinh(0)` is `0.0`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun sinh(x: Float): Float =
    nativeMath.sinh(x.toDouble()).toFloat()
}\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun tanh(x: Float): Float =
nativeMath.tanh(x.toDouble()).toFloat()\

/**
 * Computes the inverse hyperbolic tangent of the value [x].\n * The returned value is positive `y` such that \(\tanh(y) = x\).\n * Special cases:\n * - `tanh(\(\text{NaN}\))` is `\(\text{NaN}\)`\n * - `\(\tanh(x)\)` is `\(\text{NaN}\)` when \(x < -1\)` or \(x > 1\)`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun atanh(x: Float): Float =
nativeMath.atanh(x.toDouble()).toFloat()\

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.\n * Special cases:\n * - returns `+Inf` if any of arguments is infinite\n * - returns `NaN` if any of arguments is `NaN`\n * and the other is not infinite\n * - returns Euler's number `e` raised to the power of the value [x].\n * Special cases:\n * - `exp(NaN)` is `NaN`\n * - `exp(+Inf)` is `+Inf`\n * - `exp(-Inf)` is `0.0`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun expm1(x: Float): Float =
nativeMath.expm1(x.toDouble()).toFloat()\

/**
 * Computes the logarithm of the value [x] to the given [base].\n * Special cases:\n * - `log(x)` is `NaN` when `x < 0.0`\n * - `log(\(\text{NaN}\))` is `\(\text{NaN}\)`\n * - `log(\(\text{NaN}\))` is `\(\text{NaN}\)`\n * - `log(+Inf)` is `+Inf`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun log(x: Float, base: Float): Float =
log(x.toDouble(), base.toDouble()).toFloat()\

/**
 * Computes `log(\(x + 1\))`\n * This function can be implemented to produce more precise result for [x] near zero.\n * Special cases:\n * - `expm1(\(\text{NaN}\))` is `\(\text{NaN}\)`\n * - `expm1(+Inf)` is `+Inf`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun ln1p(x: Float): Float =
nativeMath.log1p(x.toDouble()).toFloat()\

/**
 * Rounds the given value [x] to an integer towards positive infinity.\n * Special cases:\n * - `ceil(\(\text{NaN}\))` is `\(\text{NaN}\)`\n * - `ceil(x)` is `\(\text{NaN}\)` when `x < -1\)` or \(x > 1\)`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun ceil(x: Float): Float =
nativeMath.ceil(x.toDouble()).toFloat()\

/**
 * Rounds the given value [x] to an integer towards negative infinity.\n * Special cases:\n * - `floor(\(\text{NaN}\))` is `\(\text{NaN}\)`\n * - `floor(x)` is `\(\text{NaN}\)` when `x < -1\)` or \(x > 1\)`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun floor(x: Float): Float =
nativeMath.floor(x.toDouble()).toFloat()\

/**
 * Returns the smallest positive float value that is equal to the given value [x] and is a\n * mathematical integer.\n * Special cases:\n * - `ceiling(x)` is `\(\text{NaN}\)`\n * - `ceiling(x)` is `\(\text{NaN}\)`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun ceil(x: Float): Float =
nativeMath.ceil(x.toDouble()).toFloat()\

/**
 * Computes the inverse hyperbolic cosine of the value [x].\n * The returned value is positive `y` such that \(\cosh(y) = x\).\n * Special cases:\n * - `acosh(\(\text{NaN}\))` is `\(\text{NaN}\)`\n * - `acosh(x)` is `\(\text{NaN}\)` when \(x < 1\)` or \(x > 1\)`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun acosh(x: Float): Float =
nativeMath.acosh(x.toDouble()).toFloat()\

/**
 * Computes the inverse hyperbolic sine of the value [x].\n * The returned value is positive `y` such that \(\sinh(y) = x\).\n * Special cases:\n * - `asin(x)` is `\(\text{NaN}\)`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun sinh(x: Float): Float =
nativeMath.sinh(x.toDouble()).toFloat()\

/**
 * Computes Euler's number `e` raised to the power of the value [x].\n * Special cases:\n * - `expm1(NaN)` is `NaN`\n * - `expm1(x)` is `NaN` where `x < -1.0`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun expm1(x: Float): Float =
nativeMath.expm1(x.toDouble()).toFloat()\

/**
 * Computes the positive square root of the value [x].\n * Special cases:\n * - `sqrt(x)` is `\(\text{NaN}\)` when `x < 0` or \(x = 0\)`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun sqrt(x: Float): Float =
nativeMath.sqrt(x.toDouble()).toFloat()\

/**
 * Computes `exp(x) - 1.0`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun expm1(x: Float): Float =
nativeMath.expm1(x.toDouble()).toFloat()\

/**
 * Computes the natural logarithm of the value [x].\n * Special cases:\n * - `ln(\(\text{NaN}\))` is `\(\text{NaN}\)`\n * - `ln(x)` is `\(\text{NaN}\)` when `x < 0.0`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun ln(x: Float): Float =
nativeMath.log(x.toDouble()).toFloat()\

/**
 * Computes the common logarithm (base 10) of the value [x].\n * Special cases:\n * - `log10(\(\text{NaN}\))` is `\(\text{NaN}\)`\n * - `log10(x)` is `\(\text{NaN}\)` when `x < 0.0`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun log10(x: Float): Float =
nativeMath.log10(x.toDouble()).toFloat()\

/**
 * Computes the binary logarithm (base 2) of the value [x].\n * Special cases:\n * - `log2(\(\text{NaN}\))` is `\(\text{NaN}\)`\n * - `log2(x)` is `\(\text{NaN}\)` when `x < 0.0`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun log2(x: Float): Float =
nativeMath.log2(x.toDouble()).toFloat()\

/**
 * Computes the inverse cosine of the value [x].\n * The returned value is positive `y` such that \(\cos(y) = x\).\n * Special cases:\n * - `acos(x)` is `\(\text{NaN}\)`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun acos(x: Float): Float =
nativeMath.acos(x.toDouble()).toFloat()\

/**
 * Computes the inverse sine of the value [x].\n * The returned value is positive `y` such that \(\sin(y) = x\).\n * Special cases:\n * - `asin(x)` is `\(\text{NaN}\)`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun asin(x: Float): Float =
nativeMath.asin(x.toDouble()).toFloat()\

/**
 * Computes the inverse tangent of the value [x].\n * The returned value is positive `y` such that \(\tan(y) = x\).\n * Special cases:\n * - `atan(x)` is `\(\text{NaN}\)`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun atan(x: Float): Float =
nativeMath.atan(x.toDouble()).toFloat()\

/**
 * Computes the square root of the value [x].\n * Special cases:\n * - `sqrt(x)` is `\(\text{NaN}\)` when `x < -1.0` or \(x = 0.0\)`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun sqrt(x: Float): Float =
nativeMath.sqrt(x.toDouble()).toFloat()\

/**
 * Computes the sum of the value [x] and `1.0`.\n * Special cases:\n * - `ln1p(\(\text{NaN}\))` is `\(\text{NaN}\)`\n */\n@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun ln1p(x: Float): Float =
nativeMath.log1p(x.toDouble()).toFloat()
mathematical integer. *Special cases:* - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer. *

* @return the value [x] having its fractional part truncated. * * Special cases:* - `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer. *

* @SinceKotlin("1.2")
 * @InlineOnly
 public actual inline fun floor(x: Float): Float =
    nativeMath.floor(x.toDouble()).toFloat()

/**
 * Rounds the given value [x] towards the closest integer with ties rounded towards even integer.
 *
 * Special cases:
 *   - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.
 *
 * @SinceKotlin("1.2")
 * @InlineOnly
 public actual inline fun round(x: Float): Float =
    round(x.toDouble()).toFloat()
```kotlin
/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin

/**
 * Returns `true` if the specified number is a Not-a-Number (NaN) value, `false` otherwise.
 */
public actual fun Double.isNaN(): Boolean = this != this

/**
 * Returns `true` if the specified number is a Not-a-Number (NaN) value, `false` otherwise.
 */
public actual fun Float.isNaN(): Boolean = this != this

/**
 * Returns `true` if this value is infinitely large in magnitude.
 */
public actual fun Double.isInfinite(): Boolean = this == Double.POSITIVE_INFINITY || this == Double.NEGATIVE_INFINITY

/**
 * Returns `true` if this value is infinitely large in magnitude.
 */
public actual fun Float.isInfinite(): Boolean = this == Float.POSITIVE_INFINITY || this == Float.NEGATIVE_INFINITY

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
public actual fun Int.countOneBits(): Int = 
// Hacker's Delight 5-1 algorithm
var v = this
v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
v = (v and 0x0000FFFF) + (v.ushr(16))
return v

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public actual fun Int.countLeadingZeroBits(): Int = kotlin.js.Math.clz32(this)

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("DEPRECATION")
@kotlin.internal.InlineOnly
public actual fun Int.countTrailingZeroBits(): Int = Int.SIZE_BITS
```
- (this or -this).inv().countLeadingZeroBits() /* Returns a number having a single bit set in the position of the most significant set bit of this [Int] number. */ or zero, if this number is zero.

```kotlin
@Since Kotlin("1.3") fun @ExperimentalStdlibApi
public actual fun Int.takeHighestOneBit(): Int =
    if (this == 0) 0 else 1 shl (Int.SIZE_BITS - 1 - countLeadingZeroBits())
```

```
/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number. */
```

```kotlin
@Since Kotlin("1.3") fun @ExperimentalStdlibApi
public actual fun Int.takeLowestOneBit(): Int =
    // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit
    this and -this
```

```
/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number. */
```

```kotlin
@Since Kotlin("1.3") fun @ExperimentalStdlibApi
public actual fun Int.rotateLeft(bitCount: Int): Int =
    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)
```

```
/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits. */
```

```kotlin
@Since Kotlin("1.3") fun @ExperimentalStdlibApi
public actual fun Int.rotateRight(bitCount: Int): Int =
    shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)
```

```
/**
 * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits. */
```

```kotlin
@Since Kotlin("1.3") fun @ExperimentalStdlibApi
public actual fun Long.countOneBits(): Int =
    high.countOneBits() + low.countOneBits()
```

```
/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number. */
```

```kotlin
@Since Kotlin("1.3") fun @ExperimentalStdlibApi
public actual fun Long.countLeadingZeroBits(): Int =
    when (val high = this.high) {
        0 -> Int.SIZE_BITS + low.countLeadingZeroBits()
        else ->
            high.countLeadingZeroBits() |\n        }
```

```
/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number. */
```

```kotlin
@Since Kotlin("1.3") fun @ExperimentalStdlibApi
public actual fun Long.countTrailingZeroBits(): Int =
    when (val low = this.low) {
        0 -> Int.SIZE_BITS +
        low.countTrailingZeroBits() |\n      }
```

```
/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number. */
```

```kotlin
@Since Kotlin("1.3") fun @ExperimentalStdlibApi
public actual fun Long.takeHighestOneBit(): Long =
    when (val high = this.high) {
        0 -> Long.SIZE_BITS + high.countLeadingZeroBits() |\n      }
```

```
/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number. */
```

```kotlin
@Since Kotlin("1.3") fun @ExperimentalStdlibApi
public actual fun Long.rotateLeft(bitCount: Int): Long {
    if ((bitCount and 31) != 0) {
        val low = this.low
        val high = this.high
        val newLow = low.shl(bitCount) or high.ushr(-bitCount)
        val newHigh = high.shl(bitCount) or low.ushr(bitCount)
        return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(newHigh, newLow)
      }
```
The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.

Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

\[ \text{number.rotateRight}(-n) \equiv \text{number.rotateLeft}(n) \]

Rotating by a multiple of \[ \text{LONG.SIZE_BITS} \] (64) returns the same number, or more generally:

\[ \text{number.rotateRight}(n) \equiv \text{number.rotateRight}(n \ % \ 64) \]

* Since Kotlin("1.3") @ExperimentalStdlibApi @kotlin.internal.InlineOnly

public actual inline fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)

---

Exposes the JavaScript [Promise object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.

```kotlin
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public actual inline fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)
```

---

```kotlin
package kotlin.js

import kotlin.internal.LowPriorityInOverloadResolution

/**
 * Exposes the JavaScript [Promise object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.
 */
@ExperimentalStdlibApi
public actual external class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {
    @LowPriorityInOverloadResolution
    public open fun <S> then(onFulfilled: ((T) -> S)?): Promise<S>

    @LowPriorityInOverloadResolution
    public open fun <S> then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>

    public open fun <S> catch(onRejected: (Throwable) -> S): Promise<S>

    companion object {
        public fun <S> all(promise: Promise<S>): Promise<Array<out S>>

        public fun <S> race(promise: Promise<S>): Promise<Array<out S>>
    }
}
```

---

```kotlin
package kotlin.random

import kotlin.math.pow

internal actual fun defaultPlatformRandom(): Random = Random(Math.random() * Math.pow(2, 32))

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double = hi26 * INV_2_26 + low27 * INV_2_53
```

---

```kotlin
package kotlin.js

import getKClass
import kotlin.reflect.KClass
import kotlin.reflect.js.internal.KClassImpl

/**
 * Represents the constructor of a class. Instances of `JsClass` can be passed to JavaScript APIs that expect a constructor reference.
 */
external interface JsClass<T : Any> {
    /**
     * Returns the unqualified name of the class represented by this instance.
     */
    val name: String
}
```

---

```kotlin
package kotlin.reflect.js.internal

import kotlin.reflect.*

internal abstract class KClassImpl<T : Any>(
    internal open val jClass: JsClass<T>
) : KClass<T> {
    override val annotations: List<Annotation>
        get() = TODO()
    override val constructors: List<KCallable>
        get() = TODO()
    override val functions: List<KFunction>
        get() = TODO()
}
```
Collection<KFunction<T>>
    get() = TODO()

Collection<KClass<*>>
    override val isAbstract: Boolean
        get() = TODO()

Collection<KCallable<*>>
    override val isCompanion: Boolean
        get() = TODO()

Collection<KClass<*>>
    override val isData: Boolean
        get() = TODO()

Collection<KCallable<*>>
    override val isFinal: Boolean
        get() = TODO()

Collection<KCallable<*>>
    override val isOpen: Boolean
        get() = TODO()

Collection<KCallable<*>>
    override val isSealed: Boolean
        get() = TODO()

Collection<KCallable<*>>
    override val members: Collection<KCallable<*>>
        get() = TODO()

Collection<KCallable<*>>
    override val nestedClasses: Collection<KClass<*>>
        get() = TODO()

Collection<KCallable<*>>
    override val objectInstance: T?
        get() = TODO()

Collection<KCallable<*>>
    override val qualifiedName: String?
        get() = TODO()

Collection<KCallable<*>>
    override val supertypes: List<KType>
        get() = TODO()

Collection<KCallable<*>>
    override val typeParameters: List<KTypeParameter>
        get() = TODO()

Collection<KCallable<*>>
    override val sealedSubclasses: List<KClass<out T>>
        get() = TODO()

Collection<KCallable<*>>
    override val visibility: KVisibility?
        get() = TODO()

override fun equals(other: Any?): Boolean {
    return other is KClassImpl<*>
}

override fun hashCode(): Int = simpleName?.hashCode() ?: 0

override fun toString(): String {
    return "class $simpleName"
}

internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) : KClassImpl<T>(jClass) {
    override val simpleName: String? = jClass.asDynamic().`$metadata$`?.simpleName.unsafeCast<String?>()

    override fun isInstance(value: Any?): Boolean {
        return jsIsType(value, jClass)
    }
}

internal class PrimitiveKClassImpl<T : Any>(
    jClass: JsClass<T>,
    private val givenSimpleName: String,
    private val isInstanceFunction: (Any?) -> Boolean
) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean{
        if (other !is PrimitiveKClassImpl<*>) return false
        return super.equals(other) && givenSimpleName == other.givenSimpleName
    }

    override val simpleName: String? get() = givenSimpleName

    override fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }
}

internal object NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {
    override val simpleName: String = "Nothing"

    override fun isInstance(value: Any?): Boolean = false

    override val jClass: JsClass<Nothing> = throw UnsupportedOperationException("There's no native JS class for Nothing type")

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}

@file:Suppress("Unsupported")

import kotlin.reflect.*
import kotlin.reflect.js.*

@JsName("createKType")
internal fun createKType(
    classifier: KClassifier,
    arguments: Array<KTypeProjection>,
    isMarkedNullable: Boolean
) = KTypeImpl(classifier, arguments.asList(), isMarkedNullable)

@JsName("createDynamicKType")
internal fun createDynamicKType(): KType = DynamicKType

@JsName("markKTypeNullable")
internal fun markKTypeNullable(kType: KType) = KTypeImpl(kType.classifier!!, kType.arguments, true, isMarkedNullable = true)

@JsName("createKTypeParameter")
internal fun createKTypeParameter(
    name: String,
    upperBounds: Array<KType>,
    variance: String
): KTypeParameter {
    val kVariance = when (variance) {
        "in" -> KVariance.IN
        "out" -> KVariance.OUT
        else -> KVariance.INVARIANT
    }

    return KTypeParameterImpl(name, upperBounds.asList(), kVariance, false)
}

@JsName("getStarKTypeProjection")
internal fun getStarKTypeProjection(): KTypeProjection = STAR

@JsName("createCovariantKTypeProjection")
internal fun createCovariantKTypeProjection(type: KType): KTypeProjection = KTypeProjection.covariant(type)

@JsName("createInvariantKTypeProjection")
internal fun createInvariantKTypeProjection(type: KType): KTypeProjection = KTypeProjection.invariant(type)

@JsName("createContravariantKTypeProjection")
internal fun createContravariantKTypeProjection(type: KType): KTypeProjection = KTypeProjection.contravariant(type)

@JsName("createKTypeProjection")
internal fun createKTypeProjection(type: KType): KTypeProjection = KTypeProjection(type)

@JsName("isKTypeProjection")
internal fun isKTypeProjection(type: KType): Boolean = true

@JsName("isStarKTypeProjection")
internal fun isStarKTypeProjection(): Boolean = true

@JsName("isCovariantKTypeProjection")
internal fun isCovariantKTypeProjection(): Boolean = true

@JsName("isInvariantKTypeProjection")
internal fun isInvariantKTypeProjection(): Boolean = true

@JsName("isContravariantKTypeProjection")
internal fun isContravariantKTypeProjection(): Boolean = true

@JsName("isKClassifier")
internal fun isKClassifier(type: KType): Boolean = true
override val isMarkedNullable: Boolean =
    (classifier?.hashCode() * 31 + arguments.hashCode()) * 31 +
isMarkedNullable.hashCode() override fun toString(): String =
    when {
        kClass == null -> "class?"
        else -> kClass.simpleName +
            if (arguments.isEmpty()) ""
            else arguments.joinToString(", ", "<", ">") { it.asString() } +
            if (isMarkedNullable) "?" else ""
    }

    override fun equals(other: Any?): Boolean =
        other is KTypeImpl &&
                classifier == other.classifier && arguments == other.arguments && isMarkedNullable == other.isMarkedNullable

    override fun hashCode(): Int =
        (classifier.hashCode() * 31 + arguments.hashCode()) * 31 +
isMarkedNullable.hashCode()
```kotlin
@JsName("shortArrayClass")
    val shortArrayClass =
    PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })

@JsName("intArrayClass")
    val intArrayClass =
    PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })

@JsName("longArrayClass")
    val longArrayClass =
    PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })

@JsName("floatArrayClass")
    val floatArrayClass =
    PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray })

@JsName("doubleArrayClass")
    val doubleArrayClass =
    PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is DoubleArray })

@JsName("functionClass")
    fun functionClass(arity: Int): KClassImpl<Any> {
        return functionClasses.get(arity) ?: run {
            val result =
            PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Any>>(), "Function$arity", {
                jsTypeOf(it) === "function" && it.asDynamic().length === arity
            })
            functionClasses.asDynamic()[arity] = result
            result
        }
    }
}

private val functionClasses =
arrayOfNulls<KClassImpl<Any>>(0),

import kotlin.reflect.*
import kotlin.reflect.js.internal.*

@JsName("getKClass")
internal fun <T : Any> getKClass(jClass: JsClass<T>): KClass<T> =
    getOrCreateKClass(jClass).unsafeCast<KClass<T>>()

@JsName("getKClassFromExpression")
internal fun <T : Any> getKClassFromExpression(e: T): KClass<T> =
    when (jsTypeOf(e)) {
        "string" ->
            PrimitiveClasses.stringClass
        "number" -> if (jsBitwiseOr(e, 0).asDynamic() === e)
            PrimitiveClasses.intClass
           PrimitiveClasses.doubleClass
        "boolean" ->
            PrimitiveClasses.functionClass(e as Dynamic().length) when { e is BooleanArray ->
                PrimitiveClasses.booleanArrayClass
            e is CharArray ->
                PrimitiveClasses.charArrayClass
            e is ByteArray ->
                PrimitiveClasses.byteArrayClass
            e is ShortArray ->
                PrimitiveClasses.shortArrayClass
            e is IntArray ->
                PrimitiveClasses.intArrayClass
            e is LongArray ->
                PrimitiveClasses.longArrayClass
            e is FloatArray ->
                PrimitiveClasses.floatArrayClass
            e is DoubleArray ->
                PrimitiveClasses.doubleArrayClass
        } unsafeCast<KClass<?>>.unsafeCast<KClass<T>>()
        else ->
            PrimitiveClasses.throwableClass
        }
}

@JsName("RegExp")
public external class RegExp(pattern: String, flags: String? = definedExternally) {

    public fun test(str: String): Boolean

    public fun exec(str: String): RegExpMatch?

    public override fun toString(): String

    public var lastIndex: Int

    public
}
```

---

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---

* Kotlin
* JavaScript

---

**Open Source Used In DCNM 12.12.0(2) 3897**

---

* Kotlin
* JavaScript
val global: Boolean
val ignoreCase: Boolean
val multiline: Boolean

public val ignoreCase: Boolean
public val multiline: Boolean

/**
 * Resets the regular expression so that subsequent [RegExp.test] and [RegExp.exec] calls will match starting with the beginning of the input string.
 */
public fun RegExp.reset() {
  lastIndex = 0
}

// TODO: Inherit from array or introduce asArray() extension

@Suppress("NOT_DOCUMENTED")
public external interface RegExpMatch {
  public val index: Int
  public val input: String
  public val length: Int
}

/**
 * Represents the return value of [RegExp.exec].
 */
@Suppress("NOT_DOCUMENTED")
public actual interface RegExpMatch {
  public val index: Int
  public val input: String
  public val length: Int
}

/**
 * Returns the entire text matched by [RegExp.exec] if the [index] parameter is 0, or the text matched by the capturing parenthesis at the given index.
 */
public inline fun RegExpMatch.get(index: Int): String? = asDynamic()[index]

/**
 * Converts the result of [RegExp.exec] to an array where the first element contains the entire matched text and each subsequent element is the text matched by each capturing parenthesis.
 */
public inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()

ConstrainedOnceSequence<T> actual constructor(sequence: Sequence<T>) : Sequence<T> {
  private var sequenceRef: Sequence<T>? = sequence

  override fun iterator(): Iterator<T> {
    val sequence = sequenceRef ?: throw IllegalStateException("This sequence can be consumed only once.")
    sequenceRef = null
    return sequence.iterator().let { iterator() }\n  }
}

CharacterCodingException(message: String?) : Exception(message) {
  actual constructor() : this(null)\n}

StringBuilder actual constructor(content: String) : Appendable, CharSequence {
  /**
   * Constructs an empty string builder with the specified initial [capacity].
   * In Kotlin/JS implementation of StringBuilder the initial capacity has no effect on the further performance of operations.
   */
  actual constructor(capacity: Int) : this() {
    this.asDynamic()._capacity = capacity
  }

  actual constructor(content: CharSequence) : this(content.toString())

  actual constructor() : this("")

  private var string: String = if (content !== undefined) content else ""

  override val length: Int
    get() = string.asDynamic().length

  override fun get(index: Int): Char = string.getOrElse(index) { throw IndexOutOfBoundsException("index: $index, length: $length") }

  override fun subSequence(startIndex: Int, endIndex: Int): CharSequence = string.substring(startIndex, endIndex)

  override fun append(value: Char): StringBuilder {
    string += value
    return this
  }

  override fun append(value: CharSequence?): StringBuilder {
    string += value.toString()
    return this
  }

  @UseExperimental(ExperimentalStdlibApi::class)
  override fun append(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder = this.appendRange(value, startIndex, endIndex)

  /**
   * Reverses the contents of this string builder and returns this instance.
   * 
   * Surrogate pairs included in this string builder are treated as single characters.
   * Therefore, the order of the high-low surrogates is never reversed.
   * 
   * Note that the reverse operation may produce new surrogate pairs that were unpaired low-surrogates and high-surrogates before the operation.
   */
  override fun reverse(): StringBuilder {
    var reversed = ""
    var index = string.length - 1
    while (index >= 0) {
      val low = string[index--]
      val high = string[index--]
      if (low.isLowSurrogate() && index >= 0) {
        reversed = reversed + +low
        if (high.isHighSurrogate()) { reversed = reversed + +high
      } else { reversed = reversed + +low
      } reversed = reversed + +high
    }
  }

  override fun equals(other: Any?): Boolean {
    if (other === this) return true
    if (other is StringBuilder) {
      val builder = other
      if (builder.length != length) return false
      if (builder.content != content) return false
      return true
    }
    return false
  }

  fun contents(): String {
    return string
  }

  override fun hashCode(): Int {
    return string.hashCode()
  }
}

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reverse

return this

/**
* Appends the string representation of the specified object [value] to this string builder and returns this instance.
* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method, and then that string was appended to this string builder.
* `append(value: Any?)`: StringBuilder { string += value.toString() return this }

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
actual fun append(value: Boolean): StringBuilder {
    string += value.toString() return this
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
actual fun append(value: CharArray): StringBuilder {
    string += value.concatToString() return this
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
actual fun append(value: String): StringBuilder {
    this.string += value return this
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
actual fun append(value: Any?): StringBuilder {
    string += value.toString() return this
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
actual fun insert(index: Int, value: Boolean): StringBuilder {
    AbstractList.checkPositionIndex(index, greater than the length of this string builder.
    * @throws IndexOutOfBoundsException if [index] is less than zero or greater than or equal to the length of this string builder.
     *
     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than or equal to the length of this string builder.
    */
```
**StringBuilder**

- **insert(index: Int, value: String): StringBuilder**
  - Inserts the specified character sequence `value` into this string builder at the specified index and returns this instance.
  - *@param index the position in this string builder to insert at.*
  - *@param value the character sequence from which characters are inserted.*
  - *If [value] is `null`, then the four characters `'\u0000'` are inserted.*
  - *@throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.*
  - *Since Kotlin("1.3") @ExperimentalStdlibApi*

- **insert(index: Int, value: Any?): StringBuilder**
  - Inserts the specified object `value` into this string builder at the specified index and returns this instance.
  - *@throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.*
  - *Since Kotlin("1.3") @ExperimentalStdlibApi*

- **insert(index: Int, value: CharSequence?): StringBuilder**
  - Inserts characters in the specified character sequence `value` into this string builder at the specified index and returns this instance.
  - *@throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.*
  - *Since Kotlin("1.3") @ExperimentalStdlibApi*

- **insert(index: Int, value: Char): StringBuilder**
  - Inserts the specified character `value` into this string builder at the specified index and returns this instance.
  - *Since Kotlin("1.3") @ExperimentalStdlibApi*

- **insert(index: Int, value: CharArray): StringBuilder**
  - Inserts characters in the specified character array `value` into this string builder at the specified index and returns this instance.
  - *Since Kotlin("1.3") @ExperimentalStdlibApi*

- **insert(index: Int, value: Char): StringBuilder**
  - Inserts the specified character `value` into this string builder at the specified index and returns this instance.
  - *Since Kotlin("1.3") @ExperimentalStdlibApi*

- **setLength(newLength: Int): StringBuilder**
  - Sets the length of this string builder to the specified newLength.
  - *If the [newLength] is less than the current length, it is changed to the specified newLength.*
  - *Otherwise, null characters `'\u0000'` are appended to this string builder until its length is less than the [newLength].*
  - *Note that in Kotlin/JS [set] operator function has non-constant execution time complexity.*

- **setLength(newLength: Int): StringBuilder**
  - Sets the length of this string builder to the specified newLength.
  - *If the [newLength] is less than the current length, it is changed to the specified newLength.*
  - *Otherwise, null characters `'\u0000'` are appended to this string builder until its length is less than the [newLength].*
  - *Note that in Kotlin/JS [set] operator function has non-constant execution time complexity.*

- **setLength(newLength: Int): StringBuilder**
  - Returns a new [StringBuilder] that contains characters in this string builder at [startIndex] (inclusive) and up to the [length] (exclusive).
  - *@throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of this string builder.*
  - *Since Kotlin("1.3") @ExperimentalStdlibApi*

- **setLength(newLength: Int): StringBuilder**
  - Returns a new [StringBuilder] that contains characters in this string builder at [startIndex] (inclusive) and up to the [endIndex] (exclusive).
  - *@throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.*

---

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@SinceKotlin("1.3")
@ExperimentalStdlibApi
actual fun substring(startIndex: Int, endIndex: Int): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)!
    return string.substring(startIndex, endIndex)!
} **allows attempts to reduce storage used for this string builder.**

* If the backing storage of this string builder is larger than necessary to hold its current contents,
  then it may be resized to become more space efficient.
* Calling this method may, but is not required to, affect the value of the [capacity] property.

* In Kotlin/JS implementation of StringBuilder the size of the backing storage is always equal to the length of the string builder.

* In @SinceKotlin("1.3")
@ExperimentalStdlibApi
actual fun trimToSize() {
    if (this.asDynamic()._capacity !== undefined) {
        this.asDynamic()._capacity = length
    }
}

override fun toString(): String = string

/**
 * Clears the content of this string builder making it empty and returns this instance.
 * @sample samples.text.Strings.clearStringBuilder
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun clear(): StringBuilder {
    string = ""
    return this
}

/**
 * Sets the character at the specified [index] to the specified [value].
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
operator fun set(index: Int, value: Char) {
    AbstractList.checkElementIndex(index, length)
    string = string.substring(0, index) + value + string.substring(index + 1)
} **replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.**

* If the start index is larger than the length of this string builder, or `startIndex > endIndex`
* In @SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder {
    checkReplaceRange(startIndex, endIndex, length)
    this.string = this.string.substring(0, startIndex) + value + this.string.substring(endIndex)
    return this
}

private fun checkReplaceRange(startIndex: Int, endIndex: Int, length: Int) {
    if (startIndex < 0 || startIndex > length) {
        throw IndexOutOfBoundsException("startIndex: $startIndex, length: $length")
    }
    if (startIndex > endIndex) {
        throw IllegalArgumentException("startIndex($startIndex) > endIndex($endIndex)")
    }
}

/**
 * Removes the character at the specified [index] from this string builder and returns this instance.
 * @param index the index of `Char` to remove.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [index] is less than zero, greater than the length of this string builder, or `startIndex < 0 || startIndex > endIndex`.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is not less than zero or not less than or equal to [length] - 1.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun deleteAt(index: Int): StringBuilder {
    AbstractList.checkElementIndex(index, length)
    string = string.substring(0, index) + string.substring(index + 1)
    return this
} **removes characters in the specified range from this string builder and returns this instance.**

* If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.

* If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.

* * param index the index of `Char` to remove;
* In @SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {
    checkReplaceRange(startIndex, endIndex, length)
    string = string.substring(0, startIndex) + string.substring(endIndex)
    return this
}

/**
 * Copies characters from this string builder into the [destination] character array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param start index the beginning (inclusive) of the range to copy, 0 by default.
 * @param end index the end (exclusive) of the range to copy.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {
    checkReplaceRange(startIndex, endIndex, length)
    string = string.substring(0, startIndex) + string.substring(endIndex)
    return this
} **copies characters from this string builder into the [destination] character array.**

* * param destination the array to copy to, 0 by default.
* * param start index the beginning (inclusive) of the range to copy, 0 by default.
* * param end index the end (exclusive) of the range to copy.
* In @SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {
    checkReplaceRange(startIndex, endIndex, length)
    string = string.substring(0, startIndex) + string.substring(endIndex)
    return this
} **copies characters from this string builder into the [destination] character array.**

* In @SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun
toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)\n    AbstractList.checkBoundsIndexes(destinationOffset, destinationOffset + endIndex - startIndex, destination.size)\n    var dstIndex = destinationOffset\n    for (index in startIndex until endIndex) {\n        if (index < startIndex) {\n            throw IndexOutOfBoundsException()\n        }\n        var value = string[index]\n    }\n    return this
}

public fun appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
    string += value.concatToString(startIndex, endIndex)\n    return this
}

public fun appendRange(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder {
    val stringCsq = value.toString()\n    AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)\n    string += stringCsq.substring(startIndex, endIndex)\n    return this
}

public fun insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(index, this.length)\n    string = string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)\n    return this
}

public fun insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder {
    AbstractList.checkPositionIndex(index, length)\n    val stringCsq = value.toString()\n    AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)\n    string = string.substring(0, index) + stringCsq.substring(startIndex, endIndex) + string.substring(index)\n    return this
}

public fun clearStringBuilder(): StringBuilder {
    string = null\n    return this
}
@param value the character sequence from which a subsequence is appended. If [value] is `null`, * then characters are appended as if [value] contained the four characters `"null"`. * @param startIndex the beginning (inclusive) of the subsequence to append. * @param endIndex the end (exclusive) of the subsequence to append. 

*Throws* IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`. 

@sinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.appendRange(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@sinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.insertRange(index, value, startIndex, endIndex)

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * @param index the position in this string builder to insert at.
 * @param value the character sequence from which a subsequence is inserted. If [value] is `null`, * then characters will be inserted as if [value] contained the four characters `"null"`. * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
 */
@sinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder =
    this.insertRange(index, value, startIndex, endIndex)

package kotlin.text

public actual fun Char.isWhitespace(): Boolean =
    toString().matches("[\s\xA0]")

@kotlin.internal.InlineOnly
public actual inline fun Char.toLowerCase(): Char =
    js("String.fromCharCode")((toInt()).toLowerCase().charCodeAt(0).unsafeCast<Int>().toChar())

@kotlin.internal.InlineOnly
public actual inline fun Char.toUpperCase(): Char =
    js("String.fromCharCode")((toInt()).toUpperCase().charCodeAt(0).unsafeCast<Int>().toChar())

/**
 * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).
 */
public actual fun Char.isHighSurrogate(): Boolean =
    this in Char.MIN_HIGH_SURROGATE..'Char.MAX_HIGH_SURROGATE

/**
 * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).
 */
public actual fun Char.isLowSurrogate(): Boolean =
    this in Char.MIN_LOW_SURROGATE..'Char.MAX_LOW_SURROGATE

package kotlin.text

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
the contents of this string is equal to the word "true", ignoring case, and 'false' otherwise.

Ap

Public actual fun String.toBoolean(): Boolean = toLowerCase() == "true" Pares the string as a signed [Byte] number and returns the result.

Ap

Public actual fun String.toByteArray(): Byte = toByteOrNull() ?: numberFormatException(this)\n\n* Pares the string as a signed [Byte] number and returns the result.

Ap

Public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatException(this)\n\n* Pares the string as a signed [Byte] number and returns the result.

Ap

Public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatException(this)\n\n* Pares the string as an [Int] number and returns the result.

Ap

Public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatException(this)\n\n* Pares the string as a [Long] number and returns the result.

Ap

Public actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatException(this)\n\n* Pares the string as a [Short] number and returns the result.

Ap

Public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatException(this)\n\n* Pares the string as an [Int] number and returns the result.

Ap

Public actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also {
    if (it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())
        numberFormatException(this)
}

Ap

Public actual fun String.toFloat(): Float = toDoubleOrNull().unsafeCast<Float>()

Ap

Public actual fun String.toDoubleOrNull(): Double? = (+(this.asDynamic())).unsafeCast<Double>().takeIf {
    !(it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank())
}

Ap

Public actual fun String.toFloatOrNull(): Float? = toDoubleOrNull().unsafeCast<Float?>()

Ap

Public actual inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

Ap

Public actual inline fun Short.toString(radix: Int): String = this.toInt().toString(radix)

Ap

Public actual fun Int.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}

/**
 * Checks whether the given [radix] is a valid radix for string to number conversion.
 * @throws NumberFormatException if [radix] is not a valid radix for string to number conversion.
 */
@PublishedApi
internal actual fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}
return radix\n\n\nint actual fun digitOf(char: Char, radix: Int): Int = when {\n    char >= '0' && char <= '9' -> char - '0'\n    char >= 'A' && char <= 'Z' -> char - 'A' + 10\n    char >= 'a' && char <= 'z' -> char - 'a' + 10\n} else { if (it >= radix) -1 else it }\n\n/** Enables case-insensitive matching. */\nval IGNORE_CASE = "i"\n/** Enables multiline mode. */\nval MULTILINE = "m"\n
val nativePattern: RegExp = RegExp(pattern, options.map { it.value }.joinToString(separator = "") + "g")

\n
\n

actual fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement) /** * Replaces all occurrences of this regular expression in the specified [input] string with * the given function [transform] that takes [MatchResult] and returns a string to be used as an * replacement for that match. */ public actual inline fun replace(input: CharSequence, transform: (MatchResult) -> CharSequence): String {
    var match = find(input)
    if (match == null) return input.toString()

    var lastStart = 0
    val length = input.length
    var sb = StringBuilder(length)
    do {
        val foundMatch = match!!
        sb.append(input, lastStart, foundMatch.range.start)
        sb.append(transform(foundMatch))
        lastStart = foundMatch.range.endInclusive + 1
        match = foundMatch.next()
    } while (lastStart < length && match != null)

    if (lastStart < length) {
        sb.append(input, lastStart, length)
    }

    return sb.toString()
}

actual fun replaceFirst(input: CharSequence, replacement: String): String {
    val nonGlobalOptions = options.map { it.value }.joinToString(separator = "")
    return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement) !==

    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
        require(limit >= 0) { "Limit must be non-negative, but was $limit" }
        val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }
        val result = mutableListOf<String>()
        var lastStart = 0

        for (match in matches) {
            result.add(input.subSequence(lastStart, match.range.start).toString())
            lastStart = match.range.endInclusive + 1
        }
        result.add(input.subSequence(lastStart, input.length).toString())
        return result
    }

    /**
     * Returns the string representation of this regular expression, namely the [pattern] of this regular
     * expression.
     */
    public override fun toString(): String = nativePattern.toString()

    actual companion object {
        /**
         * Returns a regular expression that
         * matches the specified [literal] string literally.
         * No characters of that string will have special meaning when
         * searching for an occurrence of the regular expression.
         */
        public actual fun fromLiteral(literal: String): Regex = Regex(escape(literal))

        /**
         * Returns a regular expression pattern string that matches the
         * specified [literal] string literally.
         * No characters of that string will have special meaning when searching for
         * an occurrence of the regular expression.
         */
        public actual fun escape(literal: String): String = literal.nativeReplace(patternEscape, "\\$&")

        /**
         * Returns a literal replacement expression for the
         * specified [literal] string.
         */
        public actual fun escapeReplacement(literal: String): String = literal.nativeReplace(replacementEscape, "$$" )
    }
}

private fun RegExp.findNext(input: String, from: Int): MatchResult? {
    this.lastIndex = from
    val match = exec(input)
    if (match == null) return null
    val range = match.index..lastIndex - 1

    return object : MatchResult {
        override val range: IntRange = range


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override fun iterator(): Iterator<MatchGroup?> = indices.asSequence().map { this[it] }.iterator()
override fun get(index: Int): List<MatchGroup> = match[index] else return emptyList()
override fun get(index: Int): MatchResult? = this@findNext.findNext(input, if (range.isEmpty()) range.start + 1 else range.endInclusive + 1)
override fun get(index: Int): MatchResult? = this@findNext.findNext(input, if (range.isEmpty()) range.start + 1 else range.endInclusive + 1)

override val groupValues: List<String>
    get() {
        if (groupValues_ == null) {
            groupValues_ = object : AbstractList<String>() {
                override val size: Int get() = match.length
                override fun get(index: Int): String = match[index] ?: ""
            }
        }
        return groupValues_!!
    }

override fun next(): MatchResult? = this@findNext.findNext(input, if (range.isEmpty()) range.start + 1 else range.endInclusive + 1)

public fun String.matches(regex: String): Boolean {
    val result = this.match(regex)
    return result != null && result.size != 0
}

public fun String?.equals(other: String?, ignoreCase: Boolean = false): Boolean =
    if (this == null)
        other == null
    else if (!ignoreCase)
        this == other
    else
        other != null &&
        this.toLowerCase() == other.toLowerCase()
s += s
                }
            }
            return result
        }

        @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
        public actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =

            nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "gi" else "g"),
            Regex.escapeReplacement(newValue))

        @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
        public actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =

            nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),
            newChar.toString())

        @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
        public actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =

            nativeReplace(RegExp(Regex.escape(oldValue), if (ignoreCase) "i" else ""),
            Regex.escapeReplacement(newValue))

        @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
        public actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =

            nativeReplace(RegExp(Regex.escape(oldChar.toString()), if (ignoreCase) "i" else ""),
            newChar.toString())

@UseExperimental(ExperimentalStdlibApi::class)
private fun malformed(size: Int, index: Int,
    throwOnMalformed: Boolean): Int {
    if (throwOnMalformed) throw CharacterCodingException("Malformed
    sequence starting at 
${index - 1}")
    return -size
}

private fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (high !in 0xD800..0xDBFF || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val low = string[index].toInt()
    if (low !in 0xDC00..0xDFFF) {
        return malformed(0, index, throwOnMalformed)
    }
    return 0x10000 + ((high and 0x3FF) shl 10) or (low and 0x3FF)
}

private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (byte1 and 0x1E == 0 || index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }
    return (byte1 shl 6) xor byte2 xor 0xF80
}

private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    if (index >= endIndex) {
        return malformed(0, index, throwOnMalformed)
    }
    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0) {
        if (byte2 and 0xE0 != 0xA0) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        } else if (byte2 and 0xEF == 0xA0) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        } else if (byte2 and 0xD == 0x00) {
            // Surrogate code point
            return malformed(0, index, throwOnMalformed)
        } else if (byte2 and 0xF0 == 0x00) {
            // Surrogate code point
            return malformed(0, index, throwOnMalformed)
        } else if (index + 1 == endIndex) {
            return malformed(1, index, throwOnMalformed)
        }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }
    return (byte1 and 0x0F00) xor byte2 and 0x0F00 xor byte3 and 0x0F00
of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].

* Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence

* if the sequence is malformed and [throwOnMalformed] is false.

* @throws CharacterCodingException if the sequence of four bytes is malformed and [throwOnMalformed] is true.

* @param fourByteSequence the four byte sequence to encode.

* @return the resulting four byte sequence.

* @throws CharacterCodingException if the four byte sequence is malformed.

* @return null if the sequence is not a four byte sequence.

* @return the resulting four byte sequence.

* @throws CharacterCodingException if the four byte sequence is malformed.

* @return null if the sequence is not a four byte sequence.

* @return the resulting four byte sequence.

* @throws CharacterCodingException if the four byte sequence is malformed.

* @return null if the sequence is not a four byte sequence.

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* @throws CharacterCodingException if the four byte sequence is malformed.

* @return null if the sequence is not a four byte sequence.

* @return the resulting four byte sequence.

* @throws CharacterCodingException if the four byte sequence is malformed.

* @return null if the sequence is not a four byte sequence.

* @return the resulting four byte sequence.

* @throws CharacterCodingException if the four byte sequence is malformed.

* @return null if the sequence is not a four byte sequence.

* @return the resulting four byte sequence.
* @param startIndex the start offset (inclusive) of the array to be decoded.
* @param endIndex the end offset (exclusive) of the array to be encoded.
* @param throwOnMalformed whether to throw on malformed byte sequence or replace by the [REPLACEMENT_CHAR].
* @throws CharacterCodingException if the array is malformed UTF-8 byte sequence and [throwOnMalformed] is true.
*/
internal fun decodeUtf8(bytes: ByteArray,
startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {

    require(startIndex >= 0 && endIndex <= bytes.size)
    var byteIndex = startIndex
    val stringBuilder = StringBuilder()

    while (byteIndex < endIndex) {
        val byte = bytes[byteIndex++].toInt()
        when {
            byte >= 0 ->
                stringBuilder.append(byte.toChar())
            byte shr 5 == -2 -> {
                val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(code.toChar())
                    byteIndex += 1
                }
            }
            byte shr 4 == -2 - 1 -> {
                val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(code.toChar())
                    byteIndex += 2
                }
            }
            byte shr 3 == -2 -> {
                val code = codePointFrom4(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    val high = (code - 0x10000) shr 10 or 0xD800
                    val low = (code and 0x3FF) or 0xDC00
                    stringBuilder.append(high.toChar())
                    stringBuilder.append(low.toChar())
                    byteIndex += 3
                }
            }
            else -> {
                malformed(0, byteIndex, throwOnMalformed)
                stringBuilder.append(REPLACEMENT_CHAR)
                byteIndex += -code
            }
        }
    }

    return stringBuilder.toString()
}

package kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
public actual enum class DurationUnit(internal val scale: Double) {
    /**
     * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
     */
    NANOSECONDS(1e0),
    /**
     * Time unit representing one microsecond, which is 1/1000 of a millisecond.
     */
    MICROSECONDS(1e3),
    /**
     * Time unit representing one millisecond, which is 1/1000 of a second.
     */
    MILLISECONDS(1e6),
    /**
     * Time unit representing one second.
     */
    SECONDS(1e9),
    /**
     * Time unit representing one minute.
     */
    MINUTES(60e9),
    /**
     * Time unit representing one hour.
     */
    HOURS(3600e9),
    /**
     * Time unit representing one day, which is always equal to 24 hours.
     */
    DAYS(86400e9),
    @SinceKotlin("1.3")
    @ExperimentalTime
    /**
     * Intervall between two Jiffies (CPU interrupts).
     */
    JIFFIES(1e0)
}

@SinceKotlin("1.3")
@ExperimentalTime
internal actual fun convertDurationUnit(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double {
    val sourceCompareTarget = sourceUnit.scale.compareTo(targetUnit.scale)
    return when {
        sourceCompareTarget > 0 -> value * (sourceUnit.scale / targetUnit.scale)
        sourceCompareTarget < 0 -> value / (targetUnit.scale / sourceUnit.scale)
        else -> value
    }
}

@SinceKotlin("1.3")
@ExperimentalTime
internal object MonotonicTimeSource : TimeSource {
    override fun markNow(): TimeMark = object : TimeMark() {
        val startTime = HrTimeSource(process.hrtime()).let {
            if (isNode) HrTimeInternal.monotonicTimeStamp
            else HrTimeInternal.now()
        }
        override fun elapsedNow(): Duration =
            HrTimeInternal.now() - startTime
    }
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class HrTimeSource(val process: Process) : TimeSource {
    override fun markNow(): TimeMark = object : TimeMark() {
        val startTime = process.hrtime()
        override fun elapsedNow(): Duration =
            process.hrtime() - startTime
    }
}

@SinceKotlin("1.3")
@ExperimentalTime
internal class HrTimeSource(val process: Process) : TimeSource {
    override fun markNow(): TimeMark = object : TimeMark() {
        val startTime = process.hrtime()
        override fun elapsedNow(): Duration =
            process.hrtime() - startTime
    }
}
o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}

public external abstract
class WebGLObject

/**
 * Exposes the JavaScript
[WebGLBuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLBuffer) to Kotlin
 */
public external abstract class WebGLBuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLFramebuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLFramebuffer) to Kotlin
 */
public external abstract class WebGLFramebuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLProgram](https://developer.mozilla.org/en/docs/Web/API/WebGLProgram) to Kotlin
 */
public external abstract class WebGLProgram : WebGLObject

/**
 * Exposes the JavaScript
[WebGLRenderbuffer](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderbuffer) to Kotlin
 */
public external abstract class WebGLRenderbuffer : WebGLObject

/**
 * Exposes the JavaScript
[WebGLShader](https://developer.mozilla.org/en/docs/Web/API/WebGLShader) to Kotlin
 */
public external abstract class WebGLShader : WebGLObject

/**
 * Exposes the JavaScript
[WebGLTexture](https://developer.mozilla.org/en/docs/Web/API/WebGLTexture) to Kotlin
 */
public external abstract class WebGLTexture : WebGLObject

/**
 * Exposes the JavaScript
[WebGLUniformLocation](https://developer.mozilla.org/en/docs/Web/API/WebGLUniformLocation) to Kotlin
 */
public external abstract class WebGLUniformLocation

/**
 * Exposes the JavaScript
[WebGLActiveInfo](https://developer.mozilla.org/en/docs/Web/API/WebGLActiveInfo) to Kotlin
 */
public external abstract class WebGLActiveInfo {
    open val size: Int
    open val type: Int
    open val name: String
}

/**
 * Exposes the JavaScript
[WebGLShaderPrecisionFormat](https://developer.mozilla.org/en/docs/Web/API/WebGLShaderPrecisionFormat) to Kotlin
 */
public external abstract class WebGLShaderPrecisionFormat {
    open val rangeMin: Int
    open val rangeMax: Int
    open val precision: Int
}

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    val drawingBufferHeight: Int
    fun getContextAttributes(): WebGLContextAttributes?
    fun isContextLost(): Boolean
    fun getSupportedExtensions(): Array<String>?
    fun getExtension(name: String): dynamic
    fun activeTexture(texture: Int)
    fun attachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String)
    fun bindBuffer(target: Int, buffer: WebGLBuffer?)
    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)
    fun bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?)
    fun bindTexture(target: Int, texture: WebGLTexture?)
    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun blendEquation(mode: Int)
    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int)
    fun blendFunc(sfactor: Int, dfactor: Int)
    fun blendFuncSeparate(srcRGB: Int, dstRGB: Int, srcAlpha: Int, dstAlpha: Int)
    fun bufferData(target: Int, size: Int, usage: Int)
    fun bufferData(target: Int, data: BufferDataSource?, usage: Int)
    fun bufferSubData(target: Int, offset: Int, data: BufferDataSource?)
    fun checkFramebufferStatus(target: Int): Int
    fun clearColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun clearDepth(depth: Float)
    fun clearStencil(s: Int)
    fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha: Boolean)
    fun compileShader(shader: WebGLShader?)
    fun createBuffer(): WebGLBuffer
    fun createFramebuffer(): WebGLFramebuffer
    fun createProgram(): WebGLProgram
    fun createRenderbuffer(): WebGLRenderbuffer
    fun createShader(type: Int): WebGLShader
    fun createTexture(): WebGLTexture
    fun cullFace(mode: Int)
    fun deleteBuffer(buffer: WebGLBuffer)
    fun deleteFramebuffer(framebuffer: WebGLFramebuffer)
    fun deleteProgram(program: WebGLProgram)
    fun deleteRenderbuffer(renderbuffer: WebGLRenderbuffer)
fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float)
fun uniform3fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform3fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float)
fun uniform4fv(location: WebGLUniformLocation?, v: Float32Array)
fun uniform4fv(location: WebGLUniformLocation?, v: Array<Float>)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun useProgram(program: WebGLProgram?)
fun validateProgram(program: WebGLProgram?)
fun vertexAttrib1f(index: Int, x: Float)
fun vertexAttrib1fv(index: Int, values: dynamic)
fun vertexAttrib2f(index: Int, x: Float, y: Float)
fun vertexAttrib2fv(index: Int, values: dynamic)
fun vertexAttrib3f(index: Int, x: Float, y: Float, z: Float)
fun vertexAttrib3fv(index: Int, values: dynamic)
fun vertexAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float)
fun vertexAttrib4fv(index: Int, values: dynamic)
fun viewport(x: Int, y: Int, width: Int, height: Int)

companion object {
    val DEPTH_BUFFER_BIT: Int
    val STENCIL_BUFFER_BIT: Int
    val COLOR_BUFFER_BIT: Int
    val POINTS: Int
    val LINES: Int
    val TRICYLICAL: Int
    val TRIANGLE_STRIP: Int
    val TRIANGLE_FAN: Int
    val SRC_COLOR: Int
    val SRC_ALPHA: Int
    val DST_COLOR: Int
    val DST_ALPHA: Int
    val BLEND_EQUATION: Int
    val BLEND_EQUATION_RGB: Int
    val BLEND_EQUATION_ALPHA: Int
    val BLEND_SRC_RGB: Int
    val BLEND_DST_RGB: Int
    val BLEND_SRC_ALPHA: Int
    val BLEND_DST_ALPHA: Int
    val ONE_MINUS_CONSTANT_ALPHA: Int
    val ZERO: Int
    val ONE: Int
    val NO_ERROR: Int
    val INVALID_ENUM: Int
    val INVALID_VALUE: Int
    val INVALID_OPERATION: Int
    val OUT_OF_MEMORY: Int
    val CW: Int
    val CCW: Int
    val ALIASED_POINT_SIZE_RANGE: Int
    val ALIASED_LINE_WIDTH_RANGE: Int
    val CULL_FACE_MODE: Int
    val FRONT_FACE: Int
    val DEPTH_RANGE: Int
    val DEPTH_WRITE_MASK: Int
    val DEPTH_CLEAR_VALUE: Int
    val STENCIL_CLEAR_VALUE: Int
    val STENCIL_PASS_DEPTH_FAIL: Int
    val STENCIL_PASS_DEPTH_PASS: Int
    val STENCIL_FAIL: Int
    val STENCIL_REF: Int
    val STENCIL_BACK_VALUE_MASK: Int
    val STENCIL_BACK_FAIL: Int
    val STENCIL_BACK_PASS_DEPTH_FAIL: Int
    val STENCIL_BACK_WRITE_MASK: Int
    val DEPTH_TEST: Int
    val SCISSOR_TEST: Int
    val POLYGON_OFFSET_FILL: Int
    val SAMPLE_ALPHA_TO_COVERAGE: Int
    val SAMPLE_COVERAGE: Int
    val NO_ERROR: Int
    val INVALID_ENUM: Int
    val INVALID_VALUE: Int
    val INVALID_OPERATION: Int
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    val CW: Int
    val CCW: Int
    val LINE_WIDTH: Int
    val ALIASED_POINT_SIZE_RANGE: Int
    val ALIASED_LINE_WIDTH_RANGE: Int
    val CULL_FACE_MODE: Int
    val FRONOT_FACE: Int
    val DEPTH_RANGE: Int
    val DEPTH_WRITE_MASK: Int
    val DEPTH_CLEAR_VALUE: Int
    val STENCIL_CLEAR_VALUE: Int
    val STENCIL_PASS_DEPTH_FAIL: Int
    val STENCIL_PASS_DEPTH_PASS: Int
    val STENCIL_REF: Int
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    val STENCIL_BACK_FAIL: Int
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---

```kotlin
/**
 * Exposes the JavaScript
 * [WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin
 */
public external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {

    companion object {
        val DEPTH_BUFFER_BIT: `Int`
        val STENCIL_BUFFER_BIT: `Int`
        val COLOR_BUFFER_BIT: `Int`
        val POINTS: `Int`
        val LINES: `Int`
        val LINE_LOOP: `Int`
        val LINE_STRIP: `Int`
        val TRIANGLES: `Int`
        val TRINCLE_STRIP: `Int`
        val TRIANGLE_FAN: `Int`
        val ZERO: `Int`
        val ONE: `Int`
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        val ONE_MINUS_SRC_COLOR: `Int`
        val SRC_ALPHA: `Int`
        val ONE_MINUS_SRC_ALPHA: `Int`
        val DST_ALPHA: `Int`
        val ONE_MINUS_DST_ALPHA: `Int`
        val DST_COLOR: `Int`
        val ONE_MINUS_DST_COLOR: `Int`
        val SRC_ALPHA_SATURATE: `Int`
        val FUNC_ADD: `Int`
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        val BLEND_EQUATION_RGB: `Int`
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        val FUNC_SUBTRACT: `Int`
        val FUNC_REVERSE_SUBTRACT: `Int`
        val BLEND_SRC_RGB: `Int`
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        val BLEND_SRC_ALPHA: `Int`
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        val CONSTANT_ALPHA: `Int`
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        val ARRAY_BUFFER: `Int`
        val ELEMENT_ARRAY_BUFFER: `Int`
        val BUFFER_USAGE: `Int`
        val CURRENT_VERTEX_ATTRIB: `Int`
        val FRONT: `Int`
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        val CULL_FACE: `Int`
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<td>TEXTURE115</td>
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</tbody>
</table>
TEXTURE2: Int
val TEXTURE3: Int
val TEXTURE4: Int
val TEXTURE5: Int
val TEXTURE6: Int
val TEXTURE7: Int
val TEXTURE8: Int
val TEXTURE9: Int
val TEXTURE10: Int
val TEXTURE11: Int
val TEXTURE12: Int
val TEXTURE13: Int
val TEXTURE14: Int
val TEXTURE15: Int
val TEXTURE16: Int
val TEXTURE17: Int
val TEXTURE18: Int
val TEXTURE19: Int
val TEXTURE20: Int
val TEXTURE21: Int
val TEXTURE22: Int
val TEXTURE23: Int
val TEXTURE24: Int
val TEXTURE25: Int
val TEXTURE26: Int
val TEXTURE27: Int
val TEXTURE28: Int
val TEXTURE29: Int
val TEXTURE30: Int
val TEXTURE31: Int
val ACTIVE_TEXTURE: Int
val REPEAT: Int
val CLAMP_TO_EDGE: Int
val MIRRORED_REPEAT: Int
val FLOAT_VEC2: Int
val FLOAT_VEC3: Int
val FLOAT_VEC4: Int
val INT_VEC2: Int
val INT_VEC3: Int
val INT_VEC4: Int
val BOOL: Int
val BOOL_VEC2: Int
val BOOL_VEC3: Int
val BOOL_VEC4: Int
val FLOAT_MAT2: Int
val FLOAT_MAT3: Int
val FLOAT_MAT4: Int
val SAMPLER_2D: Int
val VERTEX_ATTRIB_ARRAY_ENABLED: Int
val VERTEX_ATTRIB_ARRAY_SIZE: Int
val VERTEX_ATTRIB_ARRAY_STRIDE: Int
val VERTEX_ATTRIB_ARRAY_TYPE: Int
val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
val VERTEX_ATTRIB_ARRAY_POINTER: Int
val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
val IMPLEMENTATION_COLOR_READ_TYPE: Int
val IMPLEMENTATION_COLOR_READ_FORMAT: Int
val COMPILE_STATUS: Int
val LOW_FLOAT: Int
val MEDIUM_FLOAT: Int
val HIGH_FLOAT: Int
val LOW_INT: Int
val MEDIUM_INT: Int
val HIGH_INT: Int
val FRAMEBUFFER: Int
val RENDERBUFFER: Int
val RGBA4: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RENDERBUFFER_BLUE_SIZE: Int
val RENDERBUFFER_ALPHA_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int
val RENDERBUFFER_STENCIL_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val COLOR_ATTACHMENT0: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_BINDING: Int
val RENDERBUFFER_BINDING: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int

/**
 * Exposes the JavaScript [WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin

 */
public external open class WebGLContextEvent(type: String, eventInit: WebGLContextEventInit = definedExternally) : Event {
    open val statusMessage: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
        
    }
}

public external interface WebGLContextEventInit : EventInit {
    var statusMessage: String? /* = "" */

    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["statusMessage"] =
statusMessage
  o["bubbles"] = bubbles
  o["cancelable"] = cancelable
  o["composed"] = composed
return o
}/* Exposes the JavaScript

ArrayBuffer([https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer]) to Kotlin

public external open

class ArrayBuffer(length: Int) : BufferDataSource {'in val byteLength: Int
fun slice(begin: Int, end: Int = definedExternally): ArrayBuffer

companion object {'in fun isView(value: Any?): Boolean

}/* Exposes the JavaScript

ArrayBufferView([https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView]) to Kotlin

/* Exposes the JavaScript

Int8Array([https://developer.mozilla.org/en/docs/Web/API/Int8Array]) to Kotlin

public external open

class Int8Array : ArrayBufferView {'in
fun set(array: Int8Array, offset: Int = definedExternally)
fun set(array: Array<Byte>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Int8Array

companion object {

val BYTES_PER_ELEMENT: Int
}

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.set(index: Int, value: Byte) { asDynamic()[index] = value
}

/* Exposes the JavaScript

Uint8ClampedArray([https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray]) to Kotlin

public external open

class Uint8ClampedArray : ArrayBufferView {'in
fun set(array: Uint8ClampedArray, offset: Int = definedExternally)
fun set(array: Array<Byte>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Uint8ClampedArray

companion object {

val BYTES_PER_ELEMENT: Int
}

@kotlin.internal.InlineOnly
public inline operator fun Uint8ClampedArray.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint8ClampedArray.set(index: Int, value: Byte) { asDynamic()[index] = value
}

/* Exposes the JavaScript

Uint16Array([https://developer.mozilla.org/en/docs/Web/API/Uint16Array]) to Kotlin

public external open

class Uint16Array : ArrayBufferView {'in
fun set(array: Uint16Array, offset: Int = definedExternally)
fun set(array: Array<Short>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Uint16Array

@kotlin.internal.InlineOnly
public inline operator fun Uint16Array.get(index: Int): Short = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint16Array.set(index: Int, value: Short) { asDynamic()[index] = value
}/* Exposes the JavaScript

Uint16Array([https://developer.mozilla.org/en/docs/Web/API/Uint16Array]) to Kotlin

/* Exposes the JavaScript

Int16Array([https://developer.mozilla.org/en/docs/Web/API/Int16Array]) to Kotlin

public external open

class Int16Array : ArrayBufferView {'in
fun set(array: Int16Array, offset: Int = definedExternally)
fun set(array: Array<Short>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Int16Array

@kotlin.internal.InlineOnly
public inline operator fun Int16Array.get(index: Int): Short = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int16Array.set(index: Int, value: Short) { asDynamic()[index] = value
}/* Exposes the JavaScript

Int16Array([https://developer.mozilla.org/en/docs/Web/API/Int16Array]) to Kotlin

/* Exposes the JavaScript

Uint8Array([https://developer.mozilla.org/en/docs/Web/API/Uint8Array]) to Kotlin

public external open

class Uint8Array : ArrayBufferView {'in
fun set(array: Uint8Array, offset: Int = definedExternally)
fun set(array: Array<Byte>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Uint8Array

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Uint8Array.set(index: Int, value: Byte) { asDynamic()[index] = value
}/* Exposes the JavaScript

Uint8Array([https://developer.mozilla.org/en/docs/Web/API/Uint8Array]) to Kotlin

/* Exposes the JavaScript

Int8Array([https://developer.mozilla.org/en/docs/Web/API/Int8Array]) to Kotlin

public external open

class Int8Array : ArrayBufferView {'in
fun set(array: Int8Array, offset: Int = definedExternally)
fun set(array: Array<Short>, offset: Int = definedExternally)
fun subarray(start: Int, end: Int): Int8Array

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.get(index: Int): Short = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun Int8Array.set(index: Int, value: Short) { asDynamic()[index] = value
}/* Exposes the JavaScript

Int8Array([https://developer.mozilla.org/en/docs/Web/API/Int8Array]) to Kotlin
getInt16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
fun getUint16(byteOffset: Int, littleEndian: Boolean = definedExternally): Short
fun getFloat32(byteOffset: Int, littleEndian: Boolean = definedExternally): Float
fun getFloat64(byteOffset: Int, littleEndian: Boolean = definedExternally): Double

fun setInt8(byteOffset: Int, value: Byte)
fun setUint8(byteOffset: Int, value: Byte)
fun setInt16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
fun setUint16(byteOffset: Int, value: Short, littleEndian: Boolean = definedExternally)
fun setInt32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
fun setUint32(byteOffset: Int, value: Int, littleEndian: Boolean = definedExternally)
fun setFloat32(byteOffset: Int, value: Float, littleEndian: Boolean = definedExternally)
fun setFloat64(byteOffset: Int, value: Double, littleEndian: Boolean = definedExternally)

public external interface BufferDataSource

public external interfaceTexImageSource

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! See github.com/kotlin/dukat for details

package org.w3c.dom.clipboard

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external interface ClipboardEventInit : EventInit {
    var clipboardData: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["clipboardData"] = clipboardData
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [ClipboardEvent](https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin
 */
public external open class ClipboardEvent(type: String, eventInitDict: ClipboardEventInit = definedExternally) : Event {
    open var clipboardData: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript [Clipboard](https://developer.mozilla.org/en/docs/Web/API/Clipboard) to Kotlin
 */
public external abstract class Clipboard : EventTarget {
    fun read(): Promise<DataTransfer>
    fun readText(): Promise<String>
    fun write(data: DataTransfer): Promise<Unit>
    fun writeText(data: String): Promise<Unit>
}

public external interface ClipboardPermissionDescriptor {
    var allowWithoutGesture: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline operator fun ClipboardPermissionDescriptor.get(index: Int): String? =
asDynamic()[index] as Dynamic

/**
 * Exposes the JavaScript 

[StyleSheet](https://developer.mozilla.org/en/docs/Web/API/StyleSheet) to Kotlin
 */
public external abstract class StyleSheet {
    open val type: String
    open val href: String?
    open val ownerNode: UnionElementOrProcessingInstruction?
    open val parentStyleSheet: StyleSheet?
    open val title: String?
    open val media: MediaList
    open var disabled: Boolean
}

/**
 * Exposes the JavaScript 

[CSSStyleSheet](https://developer.mozilla.org/en/docs/Web/API/CSSStyleSheet) to Kotlin
 */
public external abstract class CSSStyleSheet : StyleSheet {
    open val ownerRule: CSSRule?
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)
}

/**
 * Exposes the JavaScript 

[StyleSheetList](https://developer.mozilla.org/en/docs/Web/API/StyleSheetList) to Kotlin
 */
public external abstract class StyleSheetList : ItemArrayLike<StyleSheet> {
    override fun item(index: Int): StyleSheet?
}

@kotlin.internal.InlineOnly
public inline operator fun StyleSheetList.get(index: Int): StyleSheet? = asDynamic()[index]

/**
 * Exposes the JavaScript 

[LinkStyle](https://developer.mozilla.org/en/docs/Web/API/LinkStyle) to Kotlin
 */
public external interface LinkStyle {
    val sheet: StyleSheet?
        get() = definedExternally
}

/**
 * Exposes the JavaScript 

[CSSRuleList](https://developer.mozilla.org/en/docs/Web/API/CSSRuleList) to Kotlin
 */
public external abstract class CSSRuleList : ItemArrayLike<CSSRule> {
    override fun item(index: Int): CSSRule?
}

@kotlin.internal.InlineOnly
public inline operator fun CSSRuleList.get(index: Int): CSSRule? = asDynamic()[index]

/**
 * Exposes the JavaScript 

[CSSRule](https://developer.mozilla.org/en/docs/Web/API/CSSRule) to Kotlin
 */
public external abstract class CSSRule {
    open val type: Short
    open var cssText: String
    open val parentRule: CSSRule?
    open val parentStyleSheet: CSSStyleSheet?

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript 

[CSSStyleRule](https://developer.mozilla.org/en/docs/Web/API/CSSStyleRule) to Kotlin
 */
public external abstract class CSSStyleRule : CSSRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript 

[CSSImportRule](https://developer.mozilla.org/en/docs/Web/API/CSSImportRule) to Kotlin
 */
public external abstract class CSSImportRule : CSSRule {
    open val href: String
    open val media: MediaList
    open val styleSheet: CSSStyleSheet

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript 

[CSSGroupingRule](https://developer.mozilla.org/en/docs/Web/API/CSSGroupingRule) to Kotlin
 */
public external abstract class CSSGroupingRule : CSSRule {
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript 

[CSSMediaRule](https://developer.mozilla.org/en/docs/Web/API/CSSMediaRule) to Kotlin
 */
public external abstract class CSSMediaRule : CSSGroupingRule {
    open val media: MediaList

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript 

[CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin
 */
public external abstract class CSSPageRule : CSSGroupingRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

asDynamic()
Short
val IMPORT_RULE: Short
val MEDIA_RULE: Short
val FONT_FACE_RULE: Short
val PAGE_RULE: Short
val MARGIN_RULE: Short
val NAMESPACE_RULE: Short

\n\n
public external abstract class CSSMarginRule : CSSRule {
    open val name: String
    open val style:

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE:
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short

        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin
 */
public external abstract class CSSNamespaceRule : CSSRule {
    open val namespaceURI: String
    open val prefix:

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE:
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    open var parentRule: CSSRule?
    open var cssFloat: String
    open var alignContent: String
    open var alignItems:
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState:

    String
    open var animationTimingFunction:

    String
    open var background:

    String
    open var backgroundAttachment:

    String
    open var backgroundClip:

    String
    open var backgroundOrigin:

    String
    open var backgroundPosition:

    String
    open var backgroundColor:

    String
    open var backgroundImage:

    String
    open var backgroundPositionX:

    String
    open var backgroundPositionY:

    String
    open var backgroundSize:

    String
    open var borderTop:

    String
    open var borderBottom:

    String
    open var borderLeft:

    String
    open var borderRight:

    String
    open var borderStyle:

    String
    open var borderTopColor:

    String
    open var borderBottomColor:

    String
    open var borderLeftColor:

    String
    open var borderRightColor:

    String
    open var borderTopWidth:

    String
    open var borderBottomWidth:

    String
    open var borderLeftWidth:

    String
    open var borderRightWidth:

    String
    open var borderTopLeftRadius:

    String
    open var borderBottomLeftRadius:

    String
    open var borderTopRightRadius:

    String
    open var borderBottomRightRadius:

    String
    open var borderTopStyle:

    String
    open var borderBottomStyle:

    String
    open var borderLeftStyle:

    String
    open var borderRightStyle:

    String
    open var borderTopColor:

    String
    open var borderBottomColor:

    String
    open var borderLeftColor:

    String
    open var borderRightColor:

    String
    open var borderTopWidth:

    String
    open var borderBottomWidth:

    String
    open var borderLeftWidth:

    String
    open var borderRightWidth:

    String
    open var borderTopLeftRadius:

    String
    open var borderBottomLeftRadius:

    String
    open var borderTopRightRadius:

    String
    open var borderBottomRightRadius:

    String
    open var borderTopStyle:

    String
    open var borderBottomStyle:

    String
    open var borderLeftStyle:

    String
    open var borderRightStyle:

    String
    open var borderTopColor:

    String
    open var borderBottomColor:

    String
    open var borderLeftColor:

    String
    open var borderRightColor:

    String
    open var borderTopWidth:

    String
    open var borderBottomWidth:

    String
    open var borderLeftWidth:

    String
    open var borderRightWidth:

    String
    open var borderTopLeftRadius:

    String
    open var borderBottomLeftRadius:

    String
    open var borderTopRightRadius:

    String
    open var borderBottomRightRadius:

    String
    open var borderTopStyle:

    String
    open var borderBottomStyle:

    String
    open var borderLeftStyle:

    String
    open var borderRightStyle:

    String
    open var borderTopColor:

    String
    open var borderBottomColor:

    String
    open var borderLeftColor:

    String
    open var borderRightColor:

    String
    open var borderTopWidth:

    String
    open var borderBottomWidth:

    String
    open var borderLeftWidth:

    String
    open var borderRightWidth:

    String
    open var borderTopLeftRadius:

    String
    open var borderBottomLeftRadius:

    String
    open var borderTopRightRadius:

    String
    open var borderBottomRightRadius:

    String
    open var borderTopStyle:

    String
    open var borderBottomStyle:

    String
    open var borderLeftStyle:

    String
    open var borderRightStyle:

    String
    open var borderTopColor:

    String
    open var borderBottomColor:

    String
    open var borderLeftColor:

    String
    open var borderRightColor:

    String
    open var borderTopWidth:

    String
    open var borderBottomWidth:

    String
    open var borderLeftWidth:

    String
    open var borderRightWidth:

    String
    open var borderTopLeftRadius:

    String
    open var borderBottomLeftRadius:

    String
    open var borderTopRightRadius:

    String
    open var borderBottomRightRadius:

    String
    open var borderTopStyle:

    String
    open var borderBottomStyle:
String\nopen var fontVariantAlternates: String\nopen var fontVariantCaps: String\non open var fontVariantEastAsian: String\non open var fontVariantLigatures: String\non open var fontVariantPosition: String\non open var fontWeight: String\non open var hangingPunctuation: String\non open var height: String\non open var hyphens: String\non open var imageOrientation: String\non open var imageRendering: String\non open var imageResolution: String\non open var imeMode: String\non open var justifyContent: String\non open var letterSpacing: String\non open var lineHeight: String\non open var listStyle: String\non open var listStyleImage: String\non open var listStylePosition: String\non open var listStyleType: String\non open var margin: String\non open var marginBottom: String\non open var marginRight: String\non open var marginRight: String\non open var maxHeight: String\non open var maxWidth: String\non open var minWidth: String\non open var navDown: String\non open var navIndex: String\non open var navLeft: String\non open var navRight: String\non open var navUp: String\non open var objectFit: String\non open var objectPosition: String\non open var opacity: String\non open var orphans: String\non open var outline: String\non open var outlineColor: String\non open var outlineOffset: String\non open var outlineStyle: String\non open var overflowWrap: String\non open var overflowX: String\non open var overflowY: String\non open var padding: String\non open var paddingBottom: String\non open var paddingLeft: String\non open var paddingRight: String\non open var paddingTop: String\non open var paddingBottom: String\non open var paddingLeft: String\non open var paddingRight: String\non open var overflowX: String\non open var overflowY: String\non open var perspectiveOrigin: String\non open var position: String\non open var quotes: String\non open var rest: String\non open var restAfter: String\non open var restBefore: String\non open var resize: String\non open var setback: String\non open var tabSize: String\non open var tableLayout: String\non open var textAlign: String\non open var textAlignLast: String\non open var textCombineUpright: String\non open var textDecoration: String\non open var textDecoration: String\non open var textDecorationLine: String\non open var textDecorationColor: String\non open var textIndent: String\non open var wordBreak: String\non open var wordSpacing: String\non open var writingMode: String\non open var zIndex: String\non open var _dashed_attribute: String\non open var _camel_cased_attribute: String\non open var _webkit_cased_attribute: String\non fun getPropertyValue(property: String): String\non fun getPriority(property: String): String\non fun setProperty(property: String, value: String, priority: String? = definedExternally): void\non fun setPropertyPriority(property: String, priority: String?): void\non fun removeProperty(property: String): void\non override fun item(index: Int): String? = asDynamic\non public inline class CSSStyleDeclaration\non public class StyleDeclaration\non private var className: String = this.className + __javascript__ + // CSS properties in camel case, (but different cases are combined) \non

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
*/
license/LICENSE.txt

package org.w3c.dom.events

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.dom.*
import org.w3c.dom.events.
import org.w3c.dom.css.
import org.w3c.dom.mediacapture.
import org.w3c.dom.pointerevents.
import org.w3c.dom.svg.
import org.w3c.files.
import org.w3c.performance.
import org.w3c.workers.
import org.w3c.xhr.

/**
 * Exposes the JavaScript
 *[UIEvent](https://developer.mozilla.org/en/docs/Web/API/UIEvent) to Kotlin
 */
public external open class UIEvent(type: String, eventInitDict: UIEventInit = definedExternally) : Event {
    open val view: Window?
    open val detail: Int

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UIEventInit : EventInit {
    var view: Window? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var detail: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    return o
}

/**
 * Exposes the JavaScript
 *[FocusEvent](https://developer.mozilla.org/en/docs/Web/API/FocusEvent) to Kotlin
 */
public external open class FocusEvent(type: String, eventInitDict: FocusEventInit = definedExternally) : UIEvent {
    open val relatedTarget: EventTarget?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface FocusEventInit : UIEventInit {
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 *[MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin
 */
public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent, UnionElementOrMouseEvent {
    open val screenX: Int
    open val screenY: Int
    open val clientX: Int
    open val clientY: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val button: Short
    open val buttons: Short
    open val relatedTarget: EventTarget
    open val region: String?
    open val pageX: Double
    open val pageY: Double
    open val x: Double
    open val y: Double
    open val offsetX: Double
    open val offsetY: Double
    fun getModifierState(keyArg: String): Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MouseEventInit : EventModifierInit {
    var screenX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var screenY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var clientY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var button: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var buttons: Short? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var relatedTarget: EventTarget? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var region: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var x: Double
        get() = definedExternally
        set(value) = definedExternally
    var y: Double
        get() = definedExternally
        set(value) = definedExternally
    var offsetX: Double
        get() = definedExternally
        set(value) = definedExternally
    var offsetY: Double
        get() = definedExternally
        set(value) = definedExternally
    fun getModifierState(keyArg: String): Boolean
}

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See https://developer.mozilla.org/en/docs/Web/API/UIEvent to Kotlin

// package

// End of file
    val o = js("({})")
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface EventModifierInit : UIEventInit {
    var ctrlKey: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var shiftKey: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var altKey: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var metaKey: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var modifierAltGraph: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var modifierCapsLock: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var modifierFn: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var modifierFnLock: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var modifierHyper: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var modifierNumLock: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var modifierScrollLock: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var modifierSuper: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbol: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var modifierSymbolLock: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin
 */
public external open class WheelEvent(type: String, eventInitDict: WheelEventInit = definedExternally) : MouseEvent {
    open val deltaX: Double
    open val deltaY: Double
    open val deltaZ: Double
    open val deltaMode: Int

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
        val DOM_DELTA_PAGE: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
MouseEventInit {
    var deltaX: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaY: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaZ: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaMode: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
        o["deltaX"] = deltaX
        o["deltaY"] = deltaY
        o["deltaZ"] = deltaZ
        o["deltaMode"] = deltaMode
        o["screenX"] = screenX
        o["screenY"] = screenY
        o["clientX"] = clientX
        o["clientY"] = clientY
        o["button"] = button
        o["buttons"] = buttons
        o["relatedTarget"] = relatedTarget
        o["region"] = region
        o["ctrlKey"] = ctrlKey
        o["shiftKey"] = shiftKey
        o["altKey"] = altKey
        o["metaKey"] = metaKey
        o["modifierAltGraph"] = modifierAltGraph
        o["modifierCapsLock"] = modifierCapsLock
        o["modifierFn"] = modifierFn
        o["modifierFnLock"] = modifierFnLock
        o["modifierHyper"] = modifierHyper
        o["modifierNumLock"] = modifierNumLock
        o["modifierScrollLock"] = modifierScrollLock
        o["modifierSuper"] = modifierSuper
        o["modifierSymbol"] = modifierSymbol
        o["modifierSymbolLock"] = modifierSymbolLock
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["Cancelable"] = cancelable
        o["composed"] = composed
        return o
}

/**
 * Exposes the JavaScript 

 [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to

 Kotlin

 *A* open external class InputEventInit : InputEvent {

 var data: String? /* = "" */
     get() = definedExternally
     set(value) = definedExternally
 var isComposing: Boolean? /* = false */
     get() = definedExternally
     set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
        o["data"] = data
        o["isComposing"] = isComposing
        o["view"] = view
        o["detail"] = detail
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        o["composed"] = composed
        return o
}

/**
 * Exposes the JavaScript

 [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to

 Kotlin

 *A* open external class KeyboardEvent {

 open val key: String
     open val code: String
     open val location: Int
     open val ctrlKey: Boolean
     open val shiftKey: Boolean
     open val altKey: Boolean
     open val metaKey: Boolean
     open val repeat: Boolean

     open val isComposing: Boolean
     open val charCode: Int
     open val keyCode: Int
     open val which: Int

     fun getModifierState(keyArg: String): Boolean
}

 companion object {
     val DOM_KEY_LOCATION_STANDARD: Int
     val DOM_KEY_LOCATION_LEFT: Int
     val DOM_KEY_LOCATION_RIGHT: Int
     val DOM_KEY_LOCATION_NUMPAD: Int
     val NONE: Int
     val CAPTURING_PHASE: Int
     val AT_TARGET: Int
     val BUBBLING_PHASE: Int
     val CAPTURING_PHASE: Int
     val AT_TARGET: Int
     val BUBBLING_PHASE: Int
     val CAPTURING_PHASE: Int
     val AT_TARGET: Int
     val BUBBLING_PHASE: Int

     fun getModifierState(keyArg: String): Boolean
         return false
}

 DOM_KEY_LOCATION_STANDARD
 DOM_KEY_LOCATION_LEFT
 DOM_KEY_LOCATION_RIGHT
 DOM_KEY_LOCATION_NUMPAD
 NULL


org.khronos.webgl.*
unimport org.w3c.css.masking.*
unimport org.w3c.dom.clipboard.*
unimport org.w3c.dom.css.*
unimport org.w3c.dom.events.*
unimport org.w3c.dom.mediacapture.*
unimport org.w3c.dom.parsing.*
unimport org.w3c.dom.pointerevents.*
unimport org.w3c.dom.svg.*
unimport org.w3c.dom.url.*
unimport org.w3c.dom.files.*
unimport org.w3c.dom.notifications.*
unimport org.w3c.dom.performance.*
unimport org.w3c.dom.workers.*
unimport org.w3c.xhr.*
unpublic external abstract class HTMLAllCollection
    open val length: Int
    fun item(nameOrIndex: String = definedExternally):
        UnionElementOrHTMLCollection?
    fun namedItem(name: String):
        UnionElementOrHTMLCollection?

@kotlin.internal.InlineOnly
public inline operator fun HTMLAllCollection.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLAllCollection.get(name: String): UnionElementOrHTMLCollection? =
    asDynamic()[name]

/**
 * Exposes the JavaScript [HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection) to Kotlin
 * @unimport org.w3c.dom.html.FormControlsCollection : HTMLCollection
 * @unimport org.w3c.dom.html.FormControlsCollection : HTMLCollection
 * @unimport org.w3c.dom.html.FormControlsCollection : HTMLCollection
 */
public external abstract class HTMLFormControlsCollection : HTMLCollection

/**
 * Exposes the JavaScript [RadioNodeList](https://developer.mozilla.org/en/docs/Web/API/RadioNodeList) to Kotlin
 * @unimport org.w3c.dom.html.RadioNodeList : NodeList, UnionElementOrRadioNodeList
 */
public external abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList {
    open var value: String
}

/**
 * Exposes the JavaScript [HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin
 */
public external abstract class HTMLOptionsCollection : HTMLCollection {
    override var length: Int
    open var selectedIndex: Int
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option }

/**
 * Exposes the JavaScript [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin
 */
public external abstract class HTMLElement : Element, GlobalEventHandlers, DocumentAndElementEventHandlers,
    ElementContentEditable, ElementCSSInlineStyle

    open var title: String
    open var lang: String
    open var translate: Boolean
    open var dir: String
    open val dataset: DOMStringMap
    open var hidden: Boolean
    open var tabIndex: Int
    open var accessKey: String
    open val accessKeyLabel: String
    open var draggable: Boolean
    open val dropzone: DOMTokenList
    open var contextMenu: HTMLMenuElement?

    open var spellcheck: Boolean
    open var innerText: String
    open val offsetParent: Element?
    open val offsetTop: Int
    open val offsetLeft: Int
    open val offsetWidth: Int
    open val offsetHeight: Int
    fun click()
    fun focus()
    fun blur()
    fun forceSpellCheck()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the Javascript [HTMLUnknownElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUnknownElement) to Kotlin
 */
public external abstract class HTMLUnknownElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

DOMStringMap.get(name: String): String? = asDynamic()[name] as kotlin.internal.InlineOnly

DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }

/**
 * Exposes the JavaScript [DOMStringMap](https://developer.mozilla.org/en/docs/Web/API/DOMStringMap) to Kotlin
 */
public external abstract class DOMStringMap

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.get(name: String): String? = asDynamic()[name]

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }

/**
 * Exposes
[HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin
 */
public external abstract class HTMLHtmlElement : HTMLElement {
    open var version: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes
[HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin
 */
public external abstract class HTMLTitleElement : HTMLElement {
    open var text: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes
[HTMLBaseElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBaseElement) to Kotlin
 */
public external abstract class HTMLBaseElement : HTMLElement {
    open var href: String
    open var target: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
### HTMLLinkElement

```kotlin
public external abstract class HTMLLinkElement : HTMLElement, LinkStyle {
    open var href: String
    open var crossOrigin: String?
    open var rel: String
    open var `as`: RequestDestination
    open val relList: DOMTokenList
    open var media: String
    open var nonce: String
    open var hreflang: String
    open var type: String
    open val sizes: DOMTokenList
    open var referrerPolicy: String
    open var charset: String
    open var rev: String
    open var target: String
    open var scope: String
    open var workerType: WorkerType
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

### HTMLMetaElement

```kotlin
public external abstract class HTMLMetaElement : HTMLElement {
    open var name: String
    open var httpEquiv: String
    open var content: String
    open var scheme: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

### HTMLStyleElement

```kotlin
public external abstract class HTMLStyleElement : HTMLElement, LinkStyle {
    open var media: String
    open var nonce: String
    open var type: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

### HTMLBodyElement

```kotlin
public external abstract class HTMLBodyElement : HTMLElement, WindowEventHandlers {
    open var text: String
    open var link: String
    open var vLink: String
    open var aLink: String
    open var bgColor: String
    open var background: String
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
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ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val

PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val

DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val

DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val

DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val

DOCUMENT_POSITION_CONTAINED_BY: Short
    val

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    * Exposes the JavaScript [HTMLHeadingElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadingElement) to Kotlin

* An internal abstract class HTMLHeadingElement : HTMLElement

open var align: String

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [HTMLParagraphElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParagraphElement) to Kotlin

* An internal abstract class HTMLParagraphElement : HTMLElement

open var align: String

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [HTMLHRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHRElement) to Kotlin

* An internal abstract class HTMLHRElement : HTMLElement

open var align: String
open var color: String
open var noShade: Boolean
open var size: String
open var width: String

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin

* An internal abstract class HTMLPreElement : HTMLElement

open var width: Int

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

*
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

}]

/**
 * Exposes the JavaScript [HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin
 */
public external abstract class HTMLQuoteElement : HTMLElement {
    open var cite: String

    companion object {

}]

/**
 * Exposes the JavaScript [HTMLOListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOListElement) to Kotlin
 */
public external abstract class HTMLOListElement : HTMLElement {
    open var reversed: Boolean
    open var start: Int
    open var type: String
    open var compact: Boolean

    companion object {

}]

/**
 * Exposes the JavaScript [HTMLUListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUListElement) to Kotlin
 */
public external abstract class HTMLUListElement : HTMLElement {
    open var compact: Boolean
    open var type: String

    companion object {

}]

/**
 * Exposes the JavaScript [HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin
 */
public external abstract class HTMLLIElement : HTMLElement {
    open var value: Int
    open var type: String

    companion object {

}]

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```kotlin
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/** Exposes the JavaScript \[HTMLDListElement\](https://developer.mozilla.org/en/docs/Web/API/HTMLDListElement) to Kotlin */
public external abstract class HTMLDListElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript \[HTMLDivElement\](https://developer.mozilla.org/en/docs/Web/API/HTMLDivElement) to Kotlin */
public external abstract class HTMLDivElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript \[HTMLAnchorElement\](https://developer.mozilla.org/en/docs/Web/API/HTMLAnchorElement) to Kotlin */
public external abstract class HTMLAnchorElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open val relList: DOMTokenList
    open var hreflang: String
    open var type: String
    open var text: String
    open var referrerPolicy: String
    open var coords: String
    open var charset: String
    open var name: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/** Exposes the JavaScript \[HTMLDataElement\](https://developer.mozilla.org/en/docs/Web/API/HTMLDataElement) to Kotlin */
public external abstract class HTMLDataElement : HTMLElement {
    open var value: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

---

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val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

* Exposes the JavaScript [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin */

open var dateTime: String

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

* Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin */

open var clear: String

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

* Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin */

open var dateTime: String

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

* Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin */

var href: String
var origin: String
var protocol: String
var username: String
var password: String
var host: String
var hostname: String
var port: String
var pathname: String
var search: String
var hash: String

* Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin */

open var cite: String
open var dateTime: String

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
/**
 * Exposes the JavaScript [HTMLPictureElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPictureElement) to Kotlin
 */
public external abstract class HTMLPictureElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSourceElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSourceElement) to Kotlin
 */
public external abstract class HTMLSourceElement : HTMLElement {
    open var src: String
    open var type: String
    open var srcset: String
    open var sizes: String
    open var media: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLImageElement](https://developer.mozilla.org/en/docs/Web/API/HTMLImageElement) to Kotlin
 */
public external abstract class HTMLImageElement : HTMLElement, HTMLOrSVGImageElement,TexImageSource {
    open var alt: String
    open var src: String
    open var srcset: String
    open var sizes: String
    open var crossOrigin: String?
    open var useMap: String
    open var isMap: Boolean
    open var width: Int
    open var height: Int
    open val naturalWidth: Int
    open val naturalHeight: Int
    open val complete: Boolean
    open val currentSrc: String
    open var referrerPolicy: String
    open var name: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLIFrameElement](https://developer.mozilla.org/en/docs/Web/API/HTMLIFrameElement) to Kotlin
 */
public external abstract class HTMLIFrameElement : HTMLElement {
    open var src: String
    open var srcdoc: String
    open var name: String
    open val sandbox: DOMTokenList
    open var allowFullscreen: Boolean
    open var allowUserMedia: Boolean
    open var width: String
    open var height: String
    open var referrerPolicy: String
    open val contentDocument: Document?
    open val contentWindow: Window?
    open

var align: String
open var scrolling: String
open var frameborder: String
open var marginheight: String
open var marginwidth: String
fun getSVGDocument(): Document?

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLEmbedElement](https://developer.mozilla.org/en/docs/Web/API/HTMLEmbedElement) to Kotlin
 */
public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String
    open var type: String
    open var width: String
    open var height: String
    open var align: String
    open var name: String
    fun getSVGDocument(): Document?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLObjectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLObjectElement) to Kotlin
 */
public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var type: String
    open var typeMustMatch: Boolean
    open var name: String
    open var useMap: String
    open var form: HTMLFormElement?
    open var width: String
    open var height: String
    open var contentDocument: Document?
    open var contentWindow: Window?
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var align: String
    open var archive: String
    open var standby: String
    open var codeBase: String
    open var codeType: String
    open var border: String
    fun getSVGDocument(): Document?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
    }
}

/**
 * Exposes the JavaScript [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin
 */
public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var value: String
    open var type: String
    open var valueType: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
    }
}
Short\nval PROCESSING_INSTRUCTION_NODE: Short\nval COMMENT_NODE: Short\nval DOCUMENT_NODE: Short\nval DOCUMENT_TYPE_NODE: Short\nval DOCUMENT_FRAGMENT_NODE: Short\nval NOTATION_NODE: Short\nval DOCUMENT_POSITION_DISCONNECTED: Short\nval DOCUMENT_POSITION_PRECEDING: Short\nval DOCUMENT_POSITION_FOLLOWING: Short\nval DOCUMENT_POSITION_CONTAINS: Short\nval DOCUMENT_POSITION_CONTAINED_BY: Short\nval DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n\n*/

val \nWIRONG* Exposes the JavaScript\n[HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin\n*/

open var width: Int\nopen var height: Int\nopen var videoWidth: Int\nopen var videoHeight: Int\nopen var poster: String\nopen var playsInline: Boolean\n
\nval NETWORK_EMPTY: Short\nval NETWORK_IDLE: Short\nval NETWORK_LOADING: Short\nval NETWORK_NO_SOURCE: Short\nval HAVE_NOTHING: Short\nval HAVE_METADATA: Short\nval HAVE_CURRENT_DATA: Short\nval HAVE_FUTURE_DATA: Short\nval HAVE_ENOUGH_DATA: Short\nval ELEMENT_NODE: Short\nval ATTRIBUTE_NODE: Short\nval TEXT_NODE: Short\nval CDATA_SECTION_NODE: Short\nval ENTITY_REFERENCE_NODE: Short\nval ENTITY_NODE: Short\nval DOCUMENT_NODE: Short\nval DOCUMENT_TYPE_NODE: Short\nval DOCUMENT_FRAGMENT_NODE: Short\nval DOCUMENT_POSITION_DISCONNECTED: Short\nval DOCUMENT_POSITION_PRECEDING: Short\nval DOCUMENT_POSITION_FOLLOWING: Short\nval DOCUMENT_POSITION_CONTAINS: Short\nval DOCUMENT_POSITION_CONTAINED_BY: Short\nval DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n\n*/

val \nWIRONG* Exposes the JavaScript\n[HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin\n*/

open var kind: String\nopen var src: String\nopen var srclang: String\nopen var default: Boolean\n
\nval NONE: Short\nval LOADING: Short\nval LOADED: Short\nval ERROR: Short\nval ELEMENT_NODE: Short\nval ATTRIBUTE_NODE: Short\nval TEXT_NODE: Short\nval CDATA_SECTION_NODE: Short\nval ENTITY_REFERENCE_NODE: Short\nval DOCUMENT_NODE: Short\nval DOCUMENT_TYPE_NODE: Short\nval DOCUMENT_FRAGMENT_NODE: Short\nval DOCUMENT_POSITION_DISCONNECTED: Short\nval DOCUMENT_POSITION_PRECEDING: Short\nval DOCUMENT_POSITION_FOLLOWING: Short\nval DOCUMENT_POSITION_CONTAINS: Short\nval DOCUMENT_POSITION_CONTAINED_BY: Short\nval DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n\n*/

val \nWIRONG* Exposes the JavaScript\n[HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin\n*/
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin
 */
public external abstract class HTMLMediaElement : HTMLElement {
    open val error: MediaError?
    open var src: String
    open var srcObject: dynamic
    open val currentSrc: String
    open var crossOrigin: String?
    open val networkState: Short
    open var preload: String
    open val buffered: TimeRanges
    open val readyState: Short
    open val seeking: Boolean
    open var currentTime: Double
    open val duration: Double
    open val paused: Boolean
    open var defaultPlaybackRate: Double
    open var playbackRate: Double
    open var defaultMuted: Boolean
    open var volume: Double
    open var muted: Boolean
    open var defaultMuted: Boolean
    open var controls: Boolean
    open var volume: Double
    open var muted: Boolean
    open val audioTracks: AudioTrackList
    open val videoTracks: VideoTrackList
    open val textTracks: TextTrackList
    fun load()
    fun canPlayType(type: String): CanPlayTypeResult
    fun fastSeek(time: Double)
    fun getStartDate(): dynamic
    fun play(): Promise<Unit>
    fun pause()
    fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */
public external abstract class MediaError {
    open val code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_DECODE: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }
}

/**
 * Exposes the JavaScript [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin
 */
public external abstract class AudioTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): AudioTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin
 */
public external abstract class VideoTrackList : EventTarget {
    open val length: Int
    open val selectedIndex: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): VideoTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun VideoTrackList.get(index: Int): VideoTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [VideoTrack](https://developer.mozilla.org/en/docs/Web/API/VideoTrack) to Kotlin
 */
public external abstract class VideoTrack : UnionAudioTrackOrTextTrackOrVideoTrack {
    open val id: String
    open val kind:
abstract class TextTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): TextTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackList.get(index: Int): TextTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript
 */
public external abstract class TextTrack : EventTarget, UnionAudioTrackOrTextTrackOrVideoTrack {
    open val kind: TextTrackKind
    open val label: String
    open val language: String
    open val id: String
    open val inBandMetadataTrackDispatchType: String
    open var mode: TextTrackMode
    open val cues: TextTrackCueList?
    open val activeCues: TextTrackCueList?
    open var oncuechange: ((Event) -> dynamic)?
    fun addCue(cue: TextTrackCue)
    fun removeCue(cue: TextTrackCue)
}

public external abstract class TextTrackCueList {
    open val length: Int
    fun getCueById(id: String): TextTrackCue?
}

@kotlin.internal.InlineOnly
public inline operator fun TextTrackCueList.get(index: Int): TextTrackCue? = asDynamic()[index]

/**
 * Exposes the JavaScript
 */
public external abstract class TextTrackCue : EventTarget {
    open val track: TextTrack?
    open var id: String
    open var startTime: Double
    open var endTime: Double
    open var pauseOnExit: Boolean
    open var onenter: ((Event) -> dynamic)?
    open var onexit: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript
 */
public external abstract class TimeRanges {
    open val length: Int
    fun start(index: Int): Double
    fun end(index: Int): Double
}

/**
 * Exposes the JavaScript
 */
public external open class TrackEvent(type: String, eventInitDict: TrackEventInit = definedExternally) : Event {
    open val track: UnionAudioTrackOrTextTrackOrVideoTrack?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface TrackEventInit : EventInit {
    var track: UnionAudioTrackOrTextTrackOrVideoTrack? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
 */
public external abstract class HTMLMapElement : HTMLElement {
    open var name: String
    open val areas: HTMLCollection
}

/**
 * Exposes the JavaScript
 */
public external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var alt: String
    open var coords: String
    open var shape: String
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open var referrerPolicy: String
    open var noReferrerPolicy: Boolean
}

Open Source Used In DCNM 12.12.0(2) 3941
Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
*

/**
 * Exposes the JavaScript
[HTMLTableElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin *

```kotlin
public external abstract class HTMLTableElement : HTMLElement {
    open var caption: HTMLTableCaptionElement?
    open var tHead: HTMLTableSectionElement?
    open var tFoot: HTMLTableSectionElement?
    open val tBodies: HTMLCollection
    open val rows: HTMLCollection
    open var align: String
    open var border: String
    open var frame: String
    open var rules: String
    open var summary: String
    open var width: String
    open var bgColor: String
    open var cellPadding: String
    open var cellSpacing: String
    fun createCaption(): HTMLTableCaptionElement
    fun deleteCaption()
    fun createTHead(): HTMLTableSectionElement
    fun deleteTHead()
    fun createTFoot(): HTMLTableSectionElement
    fun insertRow(index: Int = definedExternally): HTMLTableRowElement
    fun deleteRow(index: Int)
```

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
*

```kotlin
/**
 * Exposes the JavaScript
[HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin *
```

```kotlin
public external abstract class HTMLTableCaptionElement : HTMLElement {
    open var align: String
```

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
*

```kotlin
/**
 * Exposes the JavaScript
[HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin *
```

```kotlin
public external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String
```

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
*
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/*
 * Exposes the JavaScript
[HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin
*/
public external abstract class HTMLTableSectionElement : HTMLElement {
    open val rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/*
 * Exposes the JavaScript
[HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin
*/
public external abstract class HTMLTableRowElement : HTMLElement {
    open val rowIndex: Int
    open val sectionRowIndex: Int
    open val cells: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var bgColor: String
    fun insertCell(index: Int = definedExternally): HTMLElement
    fun deleteCell(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/*
 * Exposes the JavaScript
[HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin
*/
public external abstract class HTMLTableCellElement : HTMLElement {
    open var colSpan: Int
    open var rowSpan: Int
    open var headers: String
    open val cellIndex: Int
    open var scope: String
    open var abbr: String
    open var align: String
    open var axis: String
    open var height: String
    open var width: String
    open var ch: String
    open var chOff: String
    open var noWrap: Boolean
    open var vAlign: String
    open var bgColor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/*
 * Exposes the JavaScript
[HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin
*/
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var
var method: String
open var name: String
open var noValidate: Boolean
open var target: String
open val elements: HTMLFormControlsCollection
open val length: Int
fun submit(): Int
fun reset(): Int
fun checkValidity(): Boolean
fun reportValidity(): Boolean
companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]

/**
 * Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin
 */
public external abstract class HTMLLabelElement : HTMLElement {
open val form: HTMLFormElement?
open var htmlFor: String
open val control: HTMLElement?

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin
 */
public external abstract class HTMLInputElement : HTMLElement {
open var accept: String
open var alt: String
open var autocomplete: String
open var autofocus: Boolean
open var defaultChecked: Boolean
open var checked: Boolean
open var dirName: String
open var disabled: Boolean
open val form: HTMLFormElement?
open val files: FileList?
open var formAction: String
open var formEnctype: String
open var formMethod: String
open var formNoValidate: Boolean
open var formTarget: String
open var height: Int
open var indeterminate: Boolean
open var inputMode: String
open val list: HTMLElement?
open var max: String
open var maxLength: Int
open var min: String
open var minLength: Int
open var multiple: Boolean
open var name: String
open var placeholder: String
open var readOnly: Boolean
open var required: Boolean
open var size: Int
open var src: String
open var step: String
open var type: String
open var defaultValue: String
open var pattern: String
open var placeholder: String
open var value: String
open var valueAsDate: dynamic
open var valueAsNumber: Double
open var width: Int
open var willValidate: Boolean
open var validity: ValidityState
open var validationMessage: String
open var values: List
open var selectionStart: Int
open var selectionEnd: Int
open var selectionDirection: String
open var open: Boolean
open var value: String
open var useMap: String
open fun stepUp(n: Int = definedExternally): Fun
open fun stepDown(n: Int = definedExternally): Fun
open fun checkValidity(): Boolean
fun reportValidity(): Boolean
fun setCustomValidity(error: String): Fun
fun select(): Int
fun setRangeText(replacement: String): Fun
fun setRangeText(replacement: String): Fun
fun setSelectionRange(start: Int, end: Int, direction: String): Fun
}

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
```kotlin
ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
 * [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin
 */
public external abstract class HTMLButtonElement : HTMLElement {
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin
 */
public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
    open var autocomplete: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement
    open var multiple: Boolean
    open var name: String
    open var required: Boolean
    open var size: Int
    open val options: HTMLOptionsCollection
    override var length: Int
    open val selectedOptions: HTMLCollection
    open var selectedIndex: Int
    open var value: String

    fun namedItem(name: String): HTMLOptionElement?
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.set(index: Int, option: HTMLOptionElement?) = asDynamic()[index] = option

/**
 * Exposes the JavaScript
 * [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin
 */
public external abstract class HTMLInputElement : HTMLElement {
    open var checked: Boolean
    open var disabled: Boolean
    open var form: HTMLFormElement
    open var formElement: HTMLFormElement
    open var formElementNoValidate: Boolean
    open var formNoValidate: Boolean
    open var formTarget: String
    open var name: String
    open var type: String
    open var value: String

    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLInputElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLInputElement.set(index: Int, option: HTMLSelectElement?) = asDynamic()[index] = option
```

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/* An external abstract class HTMLDataListElement : HTMLElement */
open val options: HTMLCollection {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript HTMLDataListElement to Kotlin
 */
public external abstract class HTMLDataListElement : HTMLElement {
    open val options: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript HTMLOptGroupElement to Kotlin
 */
public external abstract class HTMLOptGroupElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open var label: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript HTMLOptionElement to Kotlin
 */
public external abstract class HTMLOptionElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open var form: HTMLFormElement?
    open var label: String
    open var defaultSelected: Boolean
    open var selected: Boolean
    open var value: String
    open var text: String
    open val index: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript HTMLTextAreaElement to Kotlin
 */
public external abstract class HTMLTextAreaElement : HTMLElement {
    open var autocomplete: String
    open var autofocus: Boolean
    open var cols: Int
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var inputMode: String
    open var maxLength: Int
    open var minLength: Int
    open var name: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var rows: Int
    open var wrap: String
    open var type: String
    open var defaultValue: String
    open var value: String
    open val textLength: Int
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    open var selectionStart: Int?
    open var selectionEnd: Int?
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    fun select()
DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLMeterElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMeterElement) to Kotlin
 */
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum:
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFieldSetElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFieldSetElement) to Kotlin
 */
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLegendElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLegendElement) to Kotlin
 */
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin
 */
public external abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val
companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin
 */
public external abstract class HTMLScriptElement : HTMLElement, HTMLOrSVGScriptElement {
    open var src: String
    open var type: String
    open var charset: String
    open var async: Boolean
    open var defer: Boolean
    open var crossOrigin: String?
    open var text: String
    open var nonce: String
    open var event: String
    open var htmlFor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin
 */
public external abstract class HTMLTemplateElement : HTMLElement {
    open val content: DocumentFragment

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin
 */
public external abstract class HTMLSlotElement : HTMLElement {
    open var name: String
    fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface
AssignedNodesOptions {
    var flatten: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
    var o = js("({})")
    o["flatten"] = flatten
    return o
}

/**
 * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin
 */
public external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?
    fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String
    fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface CanvasRenderingContext2DSettings {
    var alpha: Boolean? /* = true */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {
    var o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to Kotlin
 */
public external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters, CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion, CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {
    open val canvas: HTMLCanvasElement
}

public external interface CanvasState {
    fun save()
    fun restore()
}

public external interface CanvasTransform {
    fun scale(x: Double, y: Double)
    fun rotate(angle: Double)
    fun translate(x: Double, y: Double)
    fun transform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun getTransform(): DOMMatrix
    fun setTransform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun setTransform(transform: dynamic = definedExternally)
    fun resetTransform()
}

public external interface CanvasImageSmoothing {
    var globalAlpha: Double
    var globalCompositeOperation: String
}

public external interface CanvasImageSmoothing {
    var imageSmoothingEnabled: Boolean
    var imageSmoothingQuality: ImageSmoothingQuality
}

public external interface CanvasFillStrokeStyles {
    var strokeStyle: dynamic
    get() = definedExternally
    set(value) = definedExternally
    var fillStyle: dynamic
    get() = definedExternally
    set(value) = definedExternally

    fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
    fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient
    fun createPattern(image: CanvasImageSource, repetition: String): CanvasPattern?
}

public external interface CanvasShadowStyles {
    var shadowOffsetX: Double
    var shadowOffsetY: Double
    var shadowBlur: Double
    var shadowColor: String
}

public external interface CanvasFilters {
    var filter: String
}

public external interface CanvasRect {
    fun clearRect(x: Double, y: Double, w: Double, h: Double)
    fun fillRect(x: Double, y: Double, w: Double, h: Double)
    fun strokeRect(x: Double, y: Double, w: Double, h: Double)

    fun drawPath(path: Path2D)
    fun fillPath(fillRule: FillRule)
    fun strokePath(path: Path2D)
    fun clip(fillRule: FillRule)
    fun resetClip()
    fun isPointInPath(x: Double, y: Double)
}
definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun
HitRegionOptions(path: Path2D? = null, fillRule: CanvasFillRule? = CanvasFillRule NONZERO, id: String? = 
"
null): HitRegionOptions
{
    val o = js("({})")
    o["path"] = path
    o["fillRule"] = fillRule
    o["id"] = id
    o["parentID"] = parentID
    o["cursor"] = cursor
    o["control"] = control
    o["label"] = label
    o["role"] = role
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class
ImageData : ImageBitmapSource, TexImageSource {
    constructor(sw: Int, sh: Int)
    constructor(data: Uint8ClampedArray, sw: Int, sh: Int = definedExternally)
    open val width: Int
    open val height: Int
    open val data: Uint8ClampedArray
}

/**
 * Exposes the JavaScript
 */
public external open class
Path2D() : CanvasPath {
    constructor(path: Path2D)
    constructor(paths: Array<Path2D>, fillRule:
CanvasFillRule = definedExternally)
    constructor(d: String)
    fun addPath(path: Path2D, transform:
dynamic = definedExternally)
    override fun closePath()
    override fun moveTo(x: Double, y: Double)
    override fun lineTo(x: Double, y: Double)
    override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double)
    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)
    override fun arcTo(x1: Double, y1: Double, x2: Double, radiusX: Double, radiusY: Double, rotation: Double)
    override fun rect(x: Double, y: Double, width: Double, height: Double)
    override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double)
    override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) {
        return o
    }

@kotlin.internal.InlineOnly
public inline fun
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript
 */
public external abstract class
CustomElementRegistry {
    fun define(name: String, constructor: () -> dynamic, options: ElementDefinitionOptions = definedExternally)
    fun get(name: String): Any?
    fun whenDefined(name: String): Promise<Unit>
}

public external interface
ElementDefinitionOptions {
    var extends: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun
ElementDefinitionOptions(extends: String? = undefined): ElementDefinitionOptions {
    val o = js("({})")
    o["extends"] = extends
    return o
}

public external interface
ElementContentEditable {
    var contentEditable: String
    val isContentEditable: Boolean
}

/**
 * Exposes the JavaScript
 */
public external abstract class
DataTransfer {
    open var dropEffect: String
    open var effectAllowed: String
    open val items: DataTransferItemList
    open val types: Array<out String>
    open val files: FileList
    fun setDragImage(image: Element, x: Int, y: Int)
    fun getData(format: String): String
    fun setData(format: String, data: String)
    fun clearData(format: String = definedExternally)
}

@kotlin.internal.InlineOnly
public inline operator fun DataTransferItemList.get(index: Int): DataTransferItem

[DataTransferItem](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem) to Kotlin

```kotlin
external abstract class DataTransferItem {
    open val kind: String
    open val type: String
    fun getAsString(_callback: ((String) -> Unit)?)
    fun getAsFile(): File?
}

/**
 * Exposes the JavaScript [DragEvent](https://developer.mozilla.org/en/docs/Web/API/DragEvent) to Kotlin
 */
public external open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {
    open val dataTransfer: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface DragEventInit : MouseEventInit {
    var dataTransfer: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["dataTransfer"] = dataTransfer
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["modifierSymbolLock"] = modifierSymbolLock
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["return"] = return
    o
}
```

[Open Source Used In DCNM 12 12.0(2) 3954](https://developer.mozilla.org/en/docs/Web/API/DataTransferItem)
ScrollToOptions = definedExternally()
fun scrollTo(x: Double, y: Double):
fun scrollBy(options: ScrollToOptions = definedExternally()):
fun getComputedStyle(elt: Element, pseudoElt: String? = definedExternally()): CSSStyleDeclaration

private external inline class Window {
    inline operator fun get(name: String): dynamic = asDynamic()[name]
}

public external abstract class BarProp {
    open val visible: Boolean
}

/**
 * Exposes the JavaScript [History](https://developer.mozilla.org/en/docs/Web/API/History) to Kotlin
 */
public external abstract class History {
    open val length: Int
    open var scrollRestoration: ScrollRestoration
    open val state: Any?
    fun go(delta: Int = definedExternally())
    fun back()
    fun forward()
    fun pushState(data: Any?, title: String, url: String? = definedExternally())
    fun replaceState(data: Any?, title: String, url: String? = definedExternally())
}

/**
 * Exposes the JavaScript [Location](https://developer.mozilla.org/en/docs/Web/API/Location) to Kotlin
 */
public external abstract class Location {
    open var href: String
    open val origin: String
    open var protocol: String
    open var host: String
    open var hostname: String
    open var port: String
    open var pathname: String
    open var search: String
    open var hash: String
    open val ancestorOrigins: Array<String>
    fun assign(url: String)
    fun replace(url: String)
    fun reload()
}

/**
 * Exposes the JavaScript [PopStateEvent](https://developer.mozilla.org/en/docs/Web/API/PopStateEvent) to Kotlin
 */
public external open class PopStateEvent(type: String, eventInitDict: PopStateEventInit = definedExternally()) : Event {
    open val state: Any?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PopStateEventInit : EventInit {
    var state: Any? /* = null */
        get() = definedExternally()
        set(value) = definedExternally()
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["state"] = state
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    o["returnOnUnload"] = returnOnUnload
    o["composed"] = composed
    o["returnOnUnload"] = returnOnUnload
    o["composed"] = composed
    o["returnOnUnload"] = returnOnUnload
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [HashChangeEvent](https://developer.mozilla.org/en/docs/Web/API/HashChangeEvent) to Kotlin
 */
public external open class HashChangeEvent(type: String, eventInitDict: HashChangeEventInit = definedExternally()) : Event {
    open val oldURL: String
    open val newURL: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface HashChangeEventInit : EventInit {
    var oldURL: String? /* = "" */
        get() = definedExternally()
        set(value) = definedExternally()
    var newURL: String? /* = "" */
        get() = definedExternally()
        set(value) = definedExternally()
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["oldURL"] = oldURL
    o["newURL"] = newURL
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [PageTransitionEvent](https://developer.mozilla.org/en/docs/Web/API/PageTransitionEvent) to Kotlin
 */
public external open class PageTransitionEvent(type: String, eventInitDict: PageTransitionEventInit = definedExternally()) : Event {
    open val persisted: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PageTransitionEventInit : EventInit {
    var persisted: Boolean? /* = false */
        get() = definedExternally()
        set(value) = definedExternally()
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["persisted"] = persisted
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [BeforeUnloadEvent](https://developer.mozilla.org/en/docs/Web/API/BeforeUnloadEvent) to Kotlin
 */
public external open class BeforeUnloadEvent : Event {
    var returnValue: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface BeforeUnloadEvent : EventInit {
    var returnValue: String
        get() = definedExternally()
        set(value) = definedExternally()
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["returnValue"] = returnValue
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

Open Source Used In DCNM 12.12.0(2) 3955
BUBBLING_PHASE: Short

public external abstract class ApplicationCache : EventTarget {
    val status: Short
    var onchecking: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onnoupdate: ((Event) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var oncached: ((Event) -> dynamic)?
    var onobsolete: ((Event) -> dynamic)?
    fun update()
    fun abort()
    fun swapCache()

    companion object {
        val UNCACHED: Short
        val IDLE: Short
        val CHECKING: Short
        val DOWNLOADING: Short
        val UPDATEREADY: Short
        val OBSOLETE: Short
    }
}

/**
 * Exposes the JavaScript
 [NavigatorOnLine](https://developer.mozilla.org/en/docs/Web/API/NavigatorOnLine) to Kotlin
 */
public external interface NavigatorOnLine {
    val onLine: Boolean
}

/**
 * Exposes the JavaScript
 [ErrorEvent](https://developer.mozilla.org/en/docs/Web/API/ErrorEvent) to Kotlin
 */
public external open class ErrorEvent(type: String, eventInitDict: ErrorEventInit = definedExternally) : Event {
    open val message: String
    open val filename: String
    open val lineno: Int
    open val colno: Int
    open val error: Any

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ErrorEventInit : EventInit {
    var message: String? /* = "" */
    var filename: String? /* = "" */
    var lineno: Int? /* = 0 */
    var colno: Int? /* = 0 */
    var error: Any? /* = null */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["message"] = message
    o["filename"] = filename
    o["lineno"] = lineno
    o["colno"] = colno
    o["error"] = error
    return o
}

/**
 * Exposes the JavaScript
 [PromiseRejectionEvent](https://developer.mozilla.org/en/docs/Web/API/PromiseRejectionEvent) to Kotlin
 */
public external open class PromiseRejectionEvent(type: String, eventInitDict: PromiseRejectionEventInit) : Event {
    var promise: Promise<Any>
    var reason: Any

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface PromiseRejectionEventInit : EventInit {
    var promise: Promise<Any>?
    var reason: Any?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["promise"] = promise
    o["reason"] = reason
    return o
}

/**
 * Exposes the JavaScript
 [GlobalEventHandlers](https://developer.mozilla.org/en/docs/Web/API/GlobalEventHandlers) to Kotlin
 */
public external interface GlobalEventHandlers {
    var onabort: ((Event) -> dynamic)?
    var onblur: ((FocusEvent) -> dynamic)?
    var oncancel: ((Event) -> dynamic)?
    var oncanplay: ((Event) -> dynamic)?
    var oncanplaythrough: ((Event) -> dynamic)?
    var oncontextmenu: ((MouseEvent) -> dynamic)?
    var oncontextmenu: ((MouseEvent) -> dynamic)?
}

Open Source Used In DCNM 12 12.0(2)
set(value) = definedExternally
    var onsuspend: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
set(value) = definedExternally
    var ontimeupdate: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
set(value) = definedExternally
    var ontoggle: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
set(value) = definedExternally
    var onvolumechange: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
set(value) = definedExternally
    var onwaiting: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
set(value) = definedExternally
    var ongotpointercapture: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
        var onlostpointercapture: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
set(value) = definedExternally
    var onpointerdown: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
set(value) = definedExternally
    var onpointercancel: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerover: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
set(value) = definedExternally
    var onpointerout: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
set(value) = definedExternally
    var onpointerenter: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerleave: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
var onafterprint: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
var onbeforeprint: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
var onbeforeunload: ((BeforeUnloadEvent) -> String)?
    get() = definedExternally
    set(value) = definedExternally
var onhashchange: ((HashChangeEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
var onlanguagechange: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
var onmessage: ((MessageEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
var onolofline: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
var ononlione: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
var onpagehide: ((PageTransitionEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
var onpageshow: ((PageTransitionEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
var onpopstate: ((PopStateEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
var onrejectionhandled: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
var onstorage: ((StorageEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
var onunload: ((Event) -> dynamic)?
    get() = definedExternally
    set(value) = definedExternally
val origin: String
val caches: CacheStorage
fun btoa(data: String): String
fun atob(data: String): String
fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
fun clearTimeout(handle: Int = definedExternally)
fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
fun clearInterval(handle: Int = definedExternally)
fun createImageBitmap(image: ImageBitmapSource, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>
var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
    resizeWidth: Int?
        get() = definedExternally
        set(value) = definedExternally
    resizeHeight: Int?
        get() = definedExternally
        set(value) = definedExternally
    resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["imageOrientation"] = imageOrientation
    o["premultiplyAlpha"] = premultiplyAlpha
    o["colorSpaceConversion"] = colorSpaceConversion
    o["resizeWidth"] = resizeWidth
    o["resizeHeight"] = resizeHeight
    o["resizeQuality"] = resizeQuality
    return o
}

**Exposes the JavaScript [MessageEvent](https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin */
public external open class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {
    open val data: Any?
        get() = definedExternally
        set(value) = definedExternally
    open val origin: String
        get() = definedExternally
        set(value) = definedExternally
    open val lastEventId: String
        get() = definedExternally
        set(value) = definedExternally
    open val source: UnionMessagePortOrWindowProxy?
        get() = definedExternally
        set(value) = definedExternally
        companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }
}

public external interface MessageEventInit : EventInit {
    var data: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var origin: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionMessagePortOrWindowProxy? /* = null */
        get() = definedExternally
        set(value) = definedExternally
        companion object {
            val withCredentials: Boolean? /* = false */
        }

@kotlin.internal.InlineOnly
public inline fun MessageEventInit(withCredentials: Boolean? = false): MessageEventInit {
    val o = js("({})")
    o["withCredentials"] = withCredentials
    return o
}

**Exposes the JavaScript [EventSource](https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin */
public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {
    open val url: String
        get() = definedExternally
        set(value) = definedExternally
    open val withCredentials: Boolean
        get() = definedExternally
        set(value) = definedExternally
    open val readyState: Short
        get() = definedExternally
    var onopen: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun close()
    fun send(data: String)
    fun send(data: Blob)
    fun send(data: ArrayBuffer)
    fun send(data: ArrayBufferView)
    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSED: Short
    }

@kotlin.internal.InlineOnly
public inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {
    val o = js("({})")
    o["withCredentials"] = withCredentials
    return o
}

**Exposes the JavaScript [WebSocket](https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin */
public external open class WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
    open val url: String
        get() = definedExternally
        set(value) = definedExternally
    open val readyState: Short
        get() = definedExternally
    open val bufferedAmount: Number
        get() = definedExternally
    var onclose: ((Event) -> dynamic)?
    var onmessage: ((MessageEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun send(data: String)
    fun send(data: Blob)
    fun send(data: ArrayBuffer)
    fun send(data: ArrayBufferView)
    companion object {
        val CONNECTING: Short
        val OPEN: Short
        val CLOSED: Short
    }

@kotlin.internal.InlineOnly
public inline fun WebSocketInit(withCredentials: Boolean? = false): WebSocketInit {
    val o = js("({})")
    o["withCredentials"] = withCredentials
    return o
}
Short
val OPEN: Short

val CLOSING: Short

val CLOSED: Short

/**
 * Exposes the
 * JavaScript
 * [CloseEvent](https://developer.mozilla.org/en/docs/Web/API/CloseEvent) to Kotlin
 */

public external open class CloseEvent(type: String, eventInitDict: CloseEventInit = definedExternally) : Event {
    open val wasClean: Boolean
    open val code: Short
    open val reason: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the
 * JavaScript
 * [MessageChannel](https://developer.mozilla.org/en/docs/Web/API/MessageChannel) to Kotlin
 */

public external open class MessageChannel {
    open val port1: MessagePort
    open val port2: MessagePort
}

/**
 * Exposes the
 * JavaScript
 * [MessagePort](https://developer.mozilla.org/en/docs/Web/API/MessagePort) to Kotlin
 */

public external abstract class MessagePort : EventTarget, UnionMessagePortOrWindowProxy, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun start()
    fun close()
}

/**
 * Exposes the
 * JavaScript
 * [BroadcastChannel](https://developer.mozilla.org/en/docs/Web/API/BroadcastChannel) to Kotlin
 */

public external open class BroadcastChannel(name: String) : EventTarget {
    open val name: String
    var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?)
    fun close()
}

/**
 * Exposes the
 * JavaScript
 * [WorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/WorkerGlobalScope) to Kotlin
 */

public external abstract class WorkerGlobalScope : EventTarget, WindowOrWorkerGlobalScope, GlobalPerformance {
    open val self: WorkerGlobalScope
    open val location: WorkerLocation
    open val navigator: WorkerNavigator
    open var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    open var onlanguagechange: ((Event) -> dynamic)?
    open var onoffline: ((Event) -> dynamic)?
    open var ononline: ((Event) -> dynamic)?
    open var onrejectionhandled: ((Event) -> dynamic)?
    open var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
    fun importScripts(vararg urls: String)
}

/**
 * Exposes the
 * JavaScript
 * [DedicatedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/DedicatedWorkerGlobalScope) to
 * Kotlin
 */

public external abstract class DedicatedWorkerGlobalScope : WorkerGlobalScope {
    open var onmessage: ((MessageEvent) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
    fun close()
}

/**
 * Exposes the
 * JavaScript
 * [SharedWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/SharedWorkerGlobalScope) to
 * Kotlin
 */

public external abstract class SharedWorkerGlobalScope : WorkerGlobalScope {
    open val name: String
    open val applicationCache: ApplicationCache
    open var onconnect: ((Event) -> dynamic)?
    fun close()
}

/**
 * Exposes the
 * JavaScript
 * [AbstractWorker](https://developer.mozilla.org/en/docs/Web/API/AbstractWorker) to Kotlin
 */

public external interface AbstractWorker {
    var onerror: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the
 * JavaScript
 * [Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin
 */

public external interface Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    fun terminate()
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the
 * JavaScript
 * [RequestCredentials](https://developer.mozilla.org/en/docs/Web/API/RequestCredentials) to Kotlin
 */

public external interface RequestCredentials {
    var type: WorkerType? /* = WorkerType.CLASSIC */
}

Open Source Used In DCNM 12 12.0(2) 3961
get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {
    val o = js("({})")
    o["type"] = type
    o["credentials"] = credentials
    return o
}

/**
 * Exposes the JavaScript [SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin
 */
public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open val port: MessagePort
    override var onerror: ((Event) -> dynamic)?
}

/**
 * Exposes the JavaScript [NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin
 */
public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Number
}

/**
 * Exposes the JavaScript [WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin
 */
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
    open val serviceWorker: ServiceWorkerContainer
}

/**
 * Exposes the JavaScript [WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin
 */
public external abstract class WorkerLocation {
    open val href: String
    open val origin: String
    open val protocol: String
    open val hostname: String
    open val port: String
    open val pathname: String
    open val search: String
    open val hash: String
}

/**
 * Exposes the JavaScript [Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin
 */
public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String?
    fun removeItem(key: String)
    fun clear()
    fun getItem(key: String): String?
    fun setItem(key: String, value: String)
}

@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String? = asDynamic()[key]

@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) { asDynamic()[key] = value }

/**
 * Exposes the JavaScript [WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin
 */
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}

/**
 * Exposes the JavaScript [WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin
 */
public external interface WindowLocalStorage {
    val localStorage: Storage
}

/**
 * Exposes the JavaScript [StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin
 */
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String?
    open val oldValue: String?
    open val newValue: String?
    open val url: String
    open val storageArea: Storage?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface StorageEventInit : EventInit {
        var key: String? /* = null */
            get() = definedExternally
            set(value) = definedExternally
        var oldValue: String? /* = null */
            get() = definedExternally
            set(value) = definedExternally
        var newValue: String? /* = null */
            get() = definedExternally
            set(value) = definedExternally
        var url: String?
            get() = definedExternally
            set(value) = definedExternally
        var storageArea: Storage?
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["key"] = key
        o["oldValue"] = oldValue
        o["newValue"] = newValue
        o["url"] = url
        o["storageArea"] = storageArea
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        return o
    }

    public external abstract class HTMLAppletElement : HTMLElement {
        open var align: String
        open var alt: String
        open var archive: String
        open var code: String
        open var codeBase: String
        open var codeType: String
        open var codeURI: String
        open var correct: String
        open var create: String
        open var custom: String
        open var data: String
        open var empty: String
        open var name: String
        open var pack: String
        open var pluginspage: String
        open var sandbox: String
        open var secure: String
        open var title: String
        open var width: String
        open var height: String
        open var hspace: Int
        open var vspace: Int
        open var val storageArea: Storage?

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_NODE: Short
            val ENTITYREF_NODE: Short
        }
    }

    Open Source Used In DCNM 12.12.0(2) 3962
**HTMLDirectoryElement**: `HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin
 */
public external abstract class HTMLFontElement : HTMLElement {
    open var color: String
    open var face: String
    open var size: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface External {
    fun AddSearchProvider()
    fun IsSearchProviderInstalled()
}

public external interface EventInit {
    var bubbles: Boolean? /* = false */
    var cancelable: Boolean? /* = false */
    var composed: Boolean? /* = false */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin
 */
public external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally) : Event {
    open val detail: Any?

    fun initCustomEvent(type: String, bubbles: Boolean, cancelable: Boolean, detail: Any?)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CustomEventInit : EventInit {
    var detail: Any? /* = null */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface EventListenerOptions {
    var capture: Boolean? /* = false */
    var passive: Boolean? /* = false */
    var once: Boolean? /* = false */
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["capture"] = capture
    o["passive"] = passive
    o["once"] = once
    return o
}

public external interface NonElementParentNode { Open Source Used In DCNM 12 12.0(2) 3964
getElementById(elementId: String): Element?

/**
 * Exposes the JavaScript DocumentOrShadowRoot to Kotlin
 */
public external interface DocumentOrShadowRoot {
    val fullScreenElement: Element?
        get() = definedExternally
}

/**
 * Exposes the JavaScript ParentNode to Kotlin
 */
public external interface ParentNode {
    fun children: HTMLCollection
    val firstElementChild: Element?
        get() = definedExternally
    val lastElementChild: Element?
        get() = definedExternally
    val childElementCount: Int
    fun prepend(vararg nodes: dynamic)
    fun append(vararg nodes: dynamic)
    fun querySelector(selectors: String): Element?
    fun querySelectorAll(selectors: String): NodeList
}

/**
 * Exposes the JavaScript Slotable to Kotlin
 */
public external interface Slotable {
    val assignedSlot: HTMLSlotElement?
        get() = definedExternally
}

/**
 * Exposes the JavaScript MutationObserver to Kotlin
 */
public external open class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {
    fun observe(target: Node, options: MutationObserverInit = definedExternally)
    fun disconnect()
    fun takeRecords(): Array<MutationRecord>
}

/**
 * Exposes the JavaScript MutationObserverInit to Kotlin
 */
public external interface MutationObserverInit {
    var childList: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributes: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterData: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var subtree: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributeOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterDataOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var attributeFilter: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var addedNodes: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var removedNodes: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}

/**
 * Exposes the JavaScript MutationObserverRecord to Kotlin
 */
public external class MutationObserverRecord {
    fun openVal type: String
    fun openVal target: Node
    fun openVal addedNodes:
NodeList
    open val removedNodes: NodeList
    open val previousSibling: Node?
    open val nextSibling: Node?
    open val attributeName: String?
    open val attributeNamespace: String?
    open val oldValue: String?
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin
 */
public external abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document?
    open val parentNode: Node?
    open val parentElement: Element?
    open val childNodes: NodeList
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?
    open var nodeValue: String?
    open var textContent: String?
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun hasChildNodes(): Boolean
    fun normalize()
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String?
    fun lookupNamespaceURI(prefix: String?): String?
    fun isDefaultNamespace(namespace: String?): Boolean
    fun insertBefore(node: Node, child: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = js("({})")
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin
 */
public external open class Document : Node, GlobalEventHandlers, DocumentAndElementEventHandlers,
NonElementParentNode, DocumentOrShadowRoot, ParentNode, GeometryUtils {
    open val implementation: DOMImplementation
    open val URL: String
    open val documentURI: String
    open val origin: String
    open val compatMode: String
    open val characterSet: String
    open val inputEncoding: String
    open val contentType: String
    open val doctype: DocumentType?
    open val documentElement: Element?
    open val location: Location?
    var domain: String
    open val referrer: String
    var cookie: String
    open val lastModified: String
    open val readyState: DocumentReadyState
    var title: String
    var dir: String
    var body: HTMLElement?
    open val head: HTMLHeadElement?
    open val images: HTMLCollection
    open val embeds: HTMLCollection
    open val plugins: HTMLCollection
    open val links: HTMLCollection
    open val forms: HTMLCollection
    open val scripts: HTMLCollection
    open val currentScript: HTMLOrSVGScriptElement?
    open val defaultView: Window?
    open val activeElement: Element?
    var designMode: String
    var onreadystatechange: ((Event) -> dynamic)?
    var fgcColor: String
    var linkColor: String
    var alinkColor: String
    var bgColor: String
    open val anchors: HTMLCollection
    open val applets: HTMLCollection
    open val all: HTMLAllCollection
    open val scrollingElement: Element?
    open val styleSheets: StyleSheetList
    open val rootElement: SVGSVGElement?
    open val fullscrenEnabled: Boolean
    var onfullscreenchange: ((Event) -> dynamic)?
    var onfullscreenerror: ((Event) -> dynamic)?
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: ((Event) -> dynamic)?
    override var onchange: ((Event) -> dynamic)?
    override var oncli...
createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short)? = definedExternally): NodeIterator
fun createTreeWalker(root: Node, whatToShow: Int = definedExternally, filter: NodeFilter? = definedExternally): TreeWalker
fun getElementsByName(elementName: String): NodeList
fun open(type: String = definedExternally, replace: String = definedExternally): Document
fun open(url: String, name: String, features: String): Window
fun close()
fun write(vararg text: String)
fun writeln(vararg text: String)
fun hasFocus(): Boolean
fun execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean
fun queryCommandEnabled(commandId: String): Boolean
fun queryCommandIndeterm(commandId: String): Boolean
fun queryCommandState(commandId: String): Boolean
fun queryCommandSupported(commandId: String): Boolean
fun queryCommandValue(commandId: String): String
fun clear()
fun captureEvents()
fun releaseEvents()
fun elementFromPoint(x: Double, y: Double): Element?
fun elementsFromPoint(x: Double, y: Double): Array<Element>
fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?
fun createTouchList(vararg touches: Touch): TouchList
fun exitFullscreen(): Promise<Unit>
override fun getElementById(elementId: String): Element?
override fun prepend(vararg nodes: dynamic)
override fun append(vararg nodes: dynamic)
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

@kotlin.internal.InlineOnly

public external open class XMLDocument : Document {
companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [XMLDocument](https://developer.mozilla.org/en/docs/Web/API/XMLDocument) to Kotlin */

public external interface ElementCreationOptions {
var `is`: String?
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ElementCreationOptions(`is`: String? = null)
undefined): ElementCreationOptions {
  val o = js("({})")
  o["is"] = `is`
  return o
}

/**
 * Exposes the JavaScript [DOMImplementation](https://developer.mozilla.org/en/docs/Web/API/DOMImplementation) to Kotlin
 */
public abstract class DOMImplementation {
    fun createDocumentType(qualifiedName: String, publicId: String?, systemId: String): DocumentType
    fun createDocument(namespace: String?, qualifiedName: String, doctype: DocumentType? = definedExternally): XMLDocument
    fun createHTMLDocument(title: String = definedExternally): Document
    fun hasFeature(): Boolean
}

/**
 * Exposes the JavaScript [DocumentType](https://developer.mozilla.org/en/docs/Web/API/DocumentType) to Kotlin
 */
public abstract class DocumentType : Node, ChildNode {
    open val name: String
    open val publicId: String
    open val systemId: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [DocumentFragment](https://developer.mozilla.org/en/docs/Web/API/DocumentFragment) to Kotlin
 */
public abstract class DocumentFragment : Node, NonElementParentNode, ParentNode {
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    override fun getElementById(elementId: String): Element?
    override fun append(vararg nodes: dynamic)
    override fun prepend(vararg nodes: dynamic)
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [ShadowRoot](https://developer.mozilla.org/en/docs/Web/API/ShadowRoot) to Kotlin
 */
public abstract class ShadowRoot : DocumentFragment, DocumentOrShadowRoot {
    open val mode: ShadowRootMode
    open val host: Element
    override val fullscreenElement: Element?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [Element](https://developer.mozilla.org/en/docs/Web/API/Element) to Kotlin
 */
public abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils,
UnionElementOrProcessingInstruction { 
    open val namespaceURI: String?
    open val prefix: String?
    open val localName: String
    open val tagName: String
    open var id: String
    open var className: String
    open val classList: DOMTokenList
    open var slot: String
    open val attributes: NamedNodeMap
    open val shadowRoot: ShadowRoot?
    open var scrollTop: Double
    open var scrollLeft: Double
    open val scrollWidth: Int
    open val scrollHeight: Int
    open val clientTop: Int
    open val clientLeft: Int
    open val clientWidth: Int
    open val clientHeight: Int
    open var innerHTML: String
    open var outerHTML: String

    fun hasAttributes(): Boolean
    fun getAttributeNames(): Array<String>
    fun getAttribute(qualifiedName: String): String?
    fun getAttributeNS(namespace: String?, localName: String): String?
    fun setAttribute(qualifiedName: String, value: String)
    fun setAttributeNS(namespace: String?, qualifiedName: String, value: String)
    fun removeAttribute(qualifiedName: String)
    fun removeAttributeNS(namespace: String?, localName: String)
    fun hasAttribute(qualifiedName: String): Boolean
    fun hasAttributeNS(namespace: String?, localName: String): Boolean
    fun getAttributeNode(qualifiedName: String): Attr?
    fun getAttributeNodeNS(namespace: String?, localName: String): Attr?
    fun setAttributeNode(attr: Attr): Attr?
    fun setAttributeNodeNS(attr: Attr): Attr?
    fun removeAttributeNode(attr: Attr): Attr
    fun attachShadow(init: ShadowRootInit): ShadowRoot
    fun closest(selectors: String): Element?
    fun matches(selectors: String): Boolean
    fun webkitMatchesSelector(selectors: String): Boolean
    fun getElementsByTagName(qualifiedName: String): HTMLCollection
    fun getElementsByTagNameNS(namespace: String?, localName: String): HTMLCollection
    fun getElementsByClassName(classNames: String): HTMLCollection
    fun insertAdjacentElement(where: String, element: Element): Element?
    fun insertAdjacentText(where: String, data: String)
    fun getClientRects(): Array<DOMRect>
    fun getBoundingClientRect(): DOMRect
    fun scrollIntoView()
    fun scrollIntoView(arg: dynamic)
    fun scroll(options: ScrollToOptions = definedExternally)
    fun scroll(x: Double, y: Double)
    fun scrollTo(options: ScrollToOptions = definedExternally)
    fun scrollTo(x: Double, y: Double)
    fun scrollBy(options: ScrollToOptions = definedExternally)
    fun scrollBy(x: Double, y: Double)
    fun insertAdjacentHTML(position: String, text: String)
    fun setPointerCapture(pointerId: Int)
    fun releasePointerCapture(pointerId: Int)
    fun hasPointerCapture(pointerId: Int): Boolean
    fun requestFullscreen(): Promise<Unit>

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface ShadowRootInit {
    var mode: ShadowRootMode?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ShadowRootInit(mode: ShadowRootMode?): ShadowRootInit {
    val o = js("({})")
    o["mode"] = mode
    return o
}

/**
 * Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to Kotlin
 * *
 * Exposes the JavaScript [Attr](https://developer.mozilla.org/en/docs/Web/API/Attr) to Kotlin
 */
public external abstract class

Open Source Used in DCNM 12 12.0(2) 3970
Attr : Node {
    open val namespaceURI: String?
    open val prefix: String?
    open val localName: String?
    open val openVar: String?
    open val ownerElement: Element?
    open val specified: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [CharacterData](https://developer.mozilla.org/en/docs/Web/API/CharacterData) to Kotlin
 */
public external abstract class CharacterData : Node, NonDocumentTypeChildNode, ChildNode {
    open var data: String
    open val length: Int
    fun substringData(offset: Int, count: Int): String
    fun appendData(data: String)
    fun insertData(offset: Int, data: String)
    fun deleteData(offset: Int, count: Int)
    fun replaceData(offset: Int, count: Int, data: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [Text](https://developer.mozilla.org/en/docs/Web/API/Text) to Kotlin
 */
public external open class Text(data: String = definedExternally) : CharacterData, Slotable, GeometryUtils {
    open val wholeText: String
    override val assignedSlot: HTMLSlotElement?
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    fun splitText(offset: Int): Text
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 * [CDATASection](https://developer.mozilla.org/en/docs/Web/API/CDATASection) to Kotlin
 */
public external open class CDATASection : Text {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach()
}

/**
 * Exposes the JavaScript
 [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin
 * *\ap
 * external abstract class TreeWalker {
 * open val root: Node
 * open val whatToShow: Int
 * open val filter: NodeFilter?
 * open
 * var currentNode: Node
 * fun parentNode(): Node?
 * fun firstChild(): Node?
 * fun lastChild(): Node?
 * fun previousSibling(): Node?
 * fun nextSibling(): Node?
 * fun previousNode(): Node?
 * fun nextNode(): Node?
 */

/**
 * Exposes the JavaScript
 [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin
 * *\ap
 * public external interface NodeFilter {
 * fun acceptNode(node: Node): Short
 * }
 */

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(token: String): Boolean
    fun add(vararg tokens: String)
    fun remove(vararg tokens: String)
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String)
    fun supports(token: String): Boolean
    override fun item(index: Int): String?
}

DOMTokenList.get(index: Int): String? = asDinamic(index)

DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) : DOMRectReadOnly {
    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {
    open val x: Double
    open val y: Double
    open val width: Double
    open val height: Double
    open val top: Double

open val right: Double
    open val bottom: Double
    open val left: Double

DOMRectInit {
    var x: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var y: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var width: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
    var height: Double? /* = 0.0 */
    get() = definedExternally
    set(value) = definedExternally
}

public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double? = 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript
[DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)

    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint

    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript
[DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double

    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double

    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun rotate(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun rotateFromVector(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngle(x: Double, y: Double, z: Double): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun flipX(): DOMMatrix
    fun flipY(): DOMMatrix
    fun inverse(): DOMMatrix
    fun transformPoint(point: DOMPoint): DOMMatrix
    fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun scale3dSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
}
originZ: Double = definedExternally): DOMMatrix
    fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun rotateSelf(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally, originZ: Double = definedExternally): DOMMatrix
    fun rotateFromVectorSelf(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngleSelf(x: Double, y: Double, z: Double, angle: Double): DOMMatrix
    fun skewXSelf(sx: Double): DOMMatrix
    fun skewYSelf(sy: Double): DOMMatrix
    fun invertSelf(): DOMMatrix
    fun setMatrixValue(transformList: String): DOMMatrix
}

public external interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ScrollOptions(behavior: ScrollBehavior? = ScrollBehavior.AUTO): ScrollOptions {
    val o = js("({})")
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [ScrollToOptions](https://developer.mozilla.org/en/docs/Web/API/ScrollToOptions) to Kotlin
 */
public external interface ScrollToOptions : ScrollOptions {
    var left: Double?
        get() = definedExternally
        set(value) = definedExternally
    var top: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["left"] = left
    o["top"] = top
    o["behavior"] = behavior
    return o
}

/**
 * Exposes the JavaScript [MediaQueryList](https://developer.mozilla.org/en/docs/Web/API/MediaQueryList) to Kotlin
 */
public external abstract class MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?

    fun addListener(listener: EventListener?)
    fun addListener(listener: ((Event) -> Unit)?)
    fun removeListener(listener: EventListener?)
    fun removeListener(listener: ((Event) -> Unit)?)
}

/**
 * Exposes the JavaScript [MediaQueryListEvent](https://developer.mozilla.org/en/docs/Web/API/MediaQueryListEvent) to Kotlin
 */
public external open class MediaQueryListEvent(type: String, eventInitDict: MediaQueryListEventInit = definedExternally) : Event {
    open val media: String
    open val matches: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaQueryListEventInit : EventInit {
    var media: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var matches: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["media"] = media
    o["matches"] = matches
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Screen](https://developer.mozilla.org/en/docs/Web/API/Screen) to Kotlin
 */
public external abstract class Screen {
    open val availWidth: Int
    open val availHeight: Int
    open val width: Int
    open val height: Int
    open val colorDepth: Int
    open val pixelDepth: Int
}

/**
 * Exposes the JavaScript [CaretPosition](https://developer.mozilla.org/en/docs/Web/API/CaretPosition) to Kotlin
 */
public external abstract class CaretPosition {
    open val offsetNode: Node
    open val offset: Int

    fun getClientRect(): DOMRect?
}

public external interface ScrollIntoViewOptions : ScrollOptions {
    var block: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
    var inline: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["block"] = block
    o["inline"] = inline
    return o
}
definedExternally
}

@kotlin.internal.InlineOnly
public inline fun BoxQuadOptions(box: CSSBoxType? = CSSBoxType.BORDER, relativeTo: dynamic = undefined): BoxQuadOptions {
    val o = js("{}")
    o["box"] = box
    o["relativeTo"] = relativeTo
    return o
}

public external interface ConvertCoordinateOptions {
    var fromBox: CSSBoxType? /* = CSSBoxType.BORDER */
        get() = definedExternally
        set(value) = definedExternally
    var toBox: CSSBoxType? /* = CSSBoxType.BORDER */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConvertCoordinateOptions(fromBox: CSSBoxType? = CSSBoxType.BORDER, toBox: CSSBoxType? = CSSBoxType.BORDER): ConvertCoordinateOptions {
    val o = js("{}")
    o["fromBox"] = fromBox
    o["toBox"] = toBox
    return o
}

/**
 * Exposes the JavaScript
[GeometryUtils](https://developer.mozilla.org/en/docs/Web/API/GeometryUtils) to Kotlin
 */
public external interface GeometryUtils {
    fun getBoxQuads(options: BoxQuadOptions = definedExternally): Array<DOMQuad>
    fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad
    fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMQuad
    fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions = definedExternally): DOMPoint
}

/**
 * Exposes the JavaScript
[Touch](https://developer.mozilla.org/en/docs/Web/API.Touch) to Kotlin
 */
public external abstract class Touch {
    open val identifier: Int
    open val target: EventTarget
    open val screenX: Int
    open val screenY: Int
    open val clientX: Int
    open val clientY: Int
    open val pageX: Int
    open val pageY: Int
    open val region: String?
    open val captures: Boolean
    open val clientY: Int
    open val pageY: Int
    open val pageX: Int
    open val region: String?
}

public external open class TouchList : ItemArrayLike<Touch> {
    override fun item(index: Int): Touch?
}

@kotlin.internal.InlineOnly
public inline operator fun TouchList.get(index: Int): Touch? = asDynamic()[index]

public external open class TouchEvent : UIEvent {
    open val touches: TouchList
    open val targetTouches: TouchList
    open val changedTouches: TouchList
    open val altKey: Boolean
    open val metaKey: Boolean
    open val ctrlKey: Boolean
    open val shiftKey: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/**
 * Exposes the JavaScript
[Image](https://developer.mozilla.org/en/docs/Web/API/Image) to Kotlin
 */
public external open class Image(width: Int = definedExternally, height: Int = definedExternally) : HTMLImageElement {
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: ((Event) -> dynamic)?
    override var onchange: ((Event) -> dynamic)?
    override var onclick: ((MouseEvent) -> dynamic)?
    override var onclose: ((Event) -> dynamic)?
    override var oncontextmenu: ((Event) -> dynamic)?
    override var ondurationchange: ((Event) -> dynamic)?
    override var ondrag: ((DragEvent) -> dynamic)?
    override var ondragend: ((DragEvent) -> dynamic)?
    override var ondragenter: ((DragEvent) -> dynamic)?
    override var ondragleave: ((DragEvent) -> dynamic)?
    override var ondragover: ((DragEvent) -> dynamic)?
    override var ondragstart: ((DragEvent) -> dynamic)?
    override var onended: ((Event) -> dynamic)?
    override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    override var onfocus: ((FocusEvent) -> dynamic)?
    override var onkeydown: ((KeyboardEvent) -> dynamic)?
    override var onkeypress: ((KeyboardEvent) -> dynamic)?
    override var onkeyup: ((KeyboardEvent) -> dynamic)?
    override var onload: ((Event) -> dynamic)?
    override var onmessage: ((MessageEvent) -> dynamic)?
    override var onmozmessage: ((MessageEvent) -> dynamic)?
    override var onmouseover: ((Event) -> dynamic)?
    override var onmouseout: ((Event) -> dynamic)?
    override var onmouseup: ((Event) -> dynamic)?
    override var onmousedown: ((MouseEvent) -> dynamic)?
    override var oncontextmenu: ((Event) -> dynamic)?
    override var onkeydown: ((KeyboardEvent) -> dynamic)?
    override var onkeypress: ((KeyboardEvent) -> dynamic)?
    override var onkeyup: ((KeyboardEvent) -> dynamic)?
}
override var onmouseup: ((MouseEvent) -> dynamic)?
override var onmousedown: ((MouseEvent) -> dynamic)?
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override var onmouseup: ((MouseEvent) -> dynamic)?
override var onmousemove: ((MouseEvent) -> dynamic)?
override var onmouseout: ((MouseEvent) -> dynamic)?
override var onmouseover: ((MouseEvent) -> dynamic)?
override var onmousedown: ((MouseEvent) -> dynamic)?
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [Option](https://developer.mozilla.org/en/docs/Web/API/Option) to Kotlin
 */
public external open class Option(text: String = definedExternally, value: String = definedExternally, defaultSelected: Boolean = definedExternally, selected: Boolean = definedExternally) : HTMLOptionElement {
    override var onabort: ((Event) -> dynamic)?
    override var onblur: ((FocusEvent) -> dynamic)?
    override var oncancel: ((Event) -> dynamic)?
    override var oncanplay: ((Event) -> dynamic)?
    override var oncanplaythrough: ((Event) -> dynamic)?
    override var overcome var ondagral: ((DragEvent) -> dynamic)?
    override var ondragend: ((DragEvent) -> dynamic)?
    override var ondragover: ((DragEvent) -> dynamic)?
    override var ondragstart: ((DragEvent) -> dynamic)?
    override var ondragleave: ((DragEvent) -> dynamic)?
    override var ondurationchange: ((Event) -> dynamic)?
    override var onended: ((Event) -> dynamic)?
    override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
    override var onfocus: ((FocusEvent) -> dynamic)?
    override var oninput: ((InputEvent) -> dynamic)?
    override var oninvalid: ((Event) -> dynamic)?
    override var onkeydown: ((KeyboardEvent) -> dynamic)?
    override var onkeypress: ((KeyboardEvent) -> dynamic)?
    override var onkeyup: ((KeyboardEvent) -> dynamic)?
    override var onload: ((Event) -> dynamic)?
    override var onloadeddata: ((Event) -> dynamic)?
    override var onloadedmetadata: ((Event) -> dynamic)?
    override var onloadend: ((Event) -> dynamic)?
    override var onloadstart: ((ProgressEvent) -> dynamic)?
    override var onmessage: ((MessageEvent) -> dynamic)?
    override var onmousemove: ((MouseEvent) -> dynamic)?
    override var onmouseout: ((MouseEvent) -> dynamic)?
    override var onmouseover: ((MouseEvent) -> dynamic)?
    override var onmouseup: ((MouseEvent) -> dynamic)?
    override var onmove: ((WheelEvent) -> dynamic)?
    override var onmoveend: ((WheelEvent) -> dynamic)?
    override var onmovestart: ((WheelEvent) -> dynamic)?
    override var onmousewheel: ((MouseWheelEvent) -> dynamic)?
    override var onondrag: ((DragEvent) -> dynamic)?
    override var onondragend: ((DragEvent) -> dynamic)?
    override var ononmessage: ((MessageEvent) -> dynamic)?
    override var ononmousemove: ((MouseEvent) -> dynamic)?
    override var ononmouseout: ((MouseEvent) -> dynamic)?
    override var ononmouseover: ((MouseEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmousewheel: ((MouseWheelEvent) -> dynamic)?
    override var ononmessage: ((MessageEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
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    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamic)?
    override var ononmouseup: ((MouseEvent) -> dynamic)?
    override var ononmove: ((WheelEvent) -> dynamic)?
    override var ononmoveend: ((WheelEvent) -> dynamic)?
    override var ononmovestart: ((WheelEvent) -> dynamics)
Boolean
override val style: CSSStyleDeclaration
override val children: HTMLCollection
override val firstElementChild: Element?
override val lastElementChild: Element?
override val childElementCount: Int
override val previousElementSibling: Element?
override val nextElementSibling: Element?
override val assignedSlot: HTMLSlotElement
override fun prepend(vararg nodes: dynamic)
override fun append(vararg nodes: dynamic)
override fun querySelector(selectors: String): Element?
override fun querySelectorAll(selectors: String): NodeList
override fun before(vararg nodes: dynamic)
override fun after(vararg nodes: dynamic)
override fun replaceWith(vararg nodes: dynamic)
override fun remove()
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */) : Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) : DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) : DOMQuad
override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */) : DOMPoint

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface UnionElementOrHTMLCollection

public external interface UnionElementOrRadioNodeList

public external interface UnionHTMLOptGroupElementOrHTMLOptionElement

public external interface UnionAudioTrackOrTextTrackOrVideoTrack

public external interface UnionElementOrMouseEvent

public external interface RenderingContext

public external interface HTMLOrSVGImageElement : CanvasImageSource

public external interface ImageBitmapSource : ImageBitmapSource

public external interface ImageBitmapSource

public external interface UnionMessagePortOrWindowProxy

public external interface HTMLOrSVGScriptElement

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface DocumentReadyState {
    companion object
}


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanPlayTypeResult {
    companion object
}

public inline val CanPlayTypeResult.Companion.EMPTY: CanPlayTypeResult get() = "".asDynamic().unsafeCast<CanPlayTypeResult>. Companion.EMPTY

public inline val CanPlayTypeResult.Companion.MAYBE: CanPlayTypeResult get() = "maybe".asDynamic().unsafeCast<CanPlayTypeResult>. Companion.MAYBE

public inline val CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() = "probably".asDynamic().unsafeCast<CanPlayTypeResult>. Companion.PROBABLY

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_INEXTERNAL INTERFACE")
public external interface TextTrackMode {
    companion object
}

public inline val TextTrackMode.Companion.DISABLED: TextTrackMode get() = "disabled".asDynamic().unsafeCast<TextTrackMode>. Companion.DISABLED

public inline val TextTrackMode.Companion.HIDDEN: TextTrackMode get() = "hidden".asDynamic().unsafeCast<TextTrackMode>. Companion.HIDDEN
TextTrackMode.Companion.SHOWING: TextTrackMode get() =
"showing".asDynamic().unsafeCast<TextTrackMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackKind
{
  companion object
}

public inline val TextTrackKind.Companion.SUBTITLES: TextTrackKind get() =
"subtitles".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.CAPTIONS: TextTrackKind get() =
"captions".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() =
"descriptions".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.CHAPTERS: TextTrackKind get() =
"chapters".asDynamic().unsafeCast<TextTrackKind>()

public inline val TextTrackKind.Companion.METADATA: TextTrackKind get() =
"metadata".asDynamic().unsafeCast<TextTrackKind>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SelectionMode
{
  companion object
}

public inline val SelectionMode.Companion.SELECT: SelectionMode get() =
"select".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.START: SelectionMode get() =
"start".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.END: SelectionMode get() =
"end".asDynamic().unsafeCast<SelectionMode>()

public inline val SelectionMode.Companion.PRESERVE: SelectionMode get() =
"preserve".asDynamic().unsafeCast<SelectionMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasFillRule
{
  companion object
}

public inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() =
"nonzero".asDynamic().unsafeCast<CanvasFillRule>()

public inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() =
"evenodd".asDynamic().unsafeCast<CanvasFillRule>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageSmoothingQuality
{
  companion object
}

"low".asDynamic().unsafeCast<ImageSmoothingQuality>()

"medium".asDynamic().unsafeCast<ImageSmoothingQuality>()

"high".asDynamic().unsafeCast<ImageSmoothingQuality>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineCap
{
  companion object
}

public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() =
"butt".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() =
"round".asDynamic().unsafeCast<CanvasLineCap>()

public inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() =
"square".asDynamic().unsafeCast<CanvasLineCap>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineJoin
{
  companion object
}

public inline val CanvasLineJoin.Companion.BEVEL: CanvasLineJoin get() =
"bevel".asDynamic().unsafeCast<CanvasLineJoin>()

public inline val CanvasLineJoin.Companion.MITER: CanvasLineJoin get() =
"miter".asDynamic().unsafeCast<CanvasLineJoin>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextAlign
{
  companion object
}

public inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() =
"start".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() =
"end".asDynamic().unsafeCast<CanvasTextAlign>()
CanvasTextAlign.Companion.LEFT: CanvasTextAlign get() = "left".asDynamic().unsafeCast<CanvasTextAlign>()

CanvasTextAlign.Companion.RIGHT: CanvasTextAlign get() = "right".asDynamic().unsafeCast<CanvasTextAlign>()

CanvasTextAlign.Companion.CENTER: CanvasTextAlign get() = "center".asDynamic().unsafeCast<CanvasTextAlign>()

CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = "top".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() = "hanging".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() = "middle".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.APHABETIC: CanvasTextBaseline get() = "aphabetic".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() = "ideographic".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() = "bottom".asDynamic().unsafeCast<CanvasTextBaseline>()

CanvasDirection.Companion.LTR: CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>()

CanvasDirection.Companion.RTL: CanvasDirection get() = "rtl".asDynamic().unsafeCast<CanvasDirection>()

CanvasDirection.Companion.INHERIT: CanvasDirection get() = "inherit".asDynamic().unsafeCast<CanvasDirection>()

CanvasDirection.Companion.AUTO: ScrollRestoration get() = "auto".asDynamic().unsafeCast<ScrollRestoration>()

CanvasDirection.Companion.MANUAL: ScrollRestoration get() = "manual".asDynamic().unsafeCast<ScrollRestoration>()


PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() = "none".asDynamic().unsafeCast<PremultiplyAlpha>()

PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() = "premultiply".asDynamic().unsafeCast<PremultiplyAlpha>()

PremultiplyAlpha.Companion.DEFAULT: PremultiplyAlpha get() = "default".asDynamic().unsafeCast<PremultiplyAlpha>()

ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() = "none".asDynamic().unsafeCast<ColorSpaceConversion>()

ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() = "default".asDynamic().unsafeCast<ColorSpaceConversion>()

ColorSpaceConversion.Companion.PIXELATED: ColorSpaceConversion get() = "pixelated".asDynamic().unsafeCast<ColorSpaceConversion>()

ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() = "default".asDynamic().unsafeCast<ColorSpaceConversion>()

ResizeQuality.Companion.NONE: ResizeQuality get() = "none".asDynamic().unsafeCast<ResizeQuality>()

ResizeQuality.Companion.PIXELATED: ResizeQuality get() = "pixelated".asDynamic().unsafeCast<ResizeQuality>()

ResizeQuality.Companion.DEFAULT: ResizeQuality get() = "default".asDynamic().unsafeCast<ResizeQuality>()
ResizeQuality get() = "low".asDynamic().unsafeCast<ResizeQuality>().unpublic inline val
ResizeQuality.Companion.MEDIUM: ResizeQuality get() =
"medium".asDynamic().unsafeCast<ResizeQuality>().unpublic inline val ResizeQuality.Companion.HIGH:
ResizeQuality get() = "high".asDynamic().unsafeCast<ResizeQuality>().unpublic/* please, don't implement this
interface! */@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")unpublic external interface
BinaryType {
    companion object
} unpublic inline val BinaryType.Companion.BLOB: BinaryType get() =
"blob".asDynamic().unsafeCast<BinaryType>().unpublic inline val BinaryType.Companion.ARRAYBUFFER:
BinaryType get() = "arraybuffer".asDynamic().unsafeCast<BinaryType>().unpublic/* please, don't implement this
interface! */@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")unpublic external interface
WorkerType {
    companion object
} unpublic inline val WorkerType.Companion.CLASSIC: WorkerType get() =
"classic".asDynamic().unsafeCast<WorkerType>().unpublic inline val WorkerType.Companion.MODULE:
WorkerType get() = "module".asDynamic().unsafeCast<WorkerType>().unpublic/* please, don't implement this
interface! */@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")unpublic external interface
ShadowRootMode {
    companion object
} unpublic inline val ShadowRootMode.Companion.OPEN: ShadowRootMode get() =
"open".asDynamic().unsafeCast<ShadowRootMode>().unpublic inline val
ShadowRootMode.Companion.CLOSED: ShadowRootMode get() =
"closed".asDynamic().unsafeCast<ShadowRootMode>().unpublic/* please, don't implement this interface!
* @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")unpublic external interface
ScrollBehavior {
    companion object
} unpublic inline val ScrollBehavior.Companion.AUTO: ScrollBehavior get() =
"auto".asDynamic().unsafeCast<ScrollBehavior>().unpublic inline val ScrollBehavior.Companion.INSTANT:
ScrollBehavior get() = "instant".asDynamic().unsafeCast<ScrollBehavior>().unpublic inline val
ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() =
"smooth".asDynamic().unsafeCast<ScrollBehavior>().unpublic/* please, don't implement this interface!
* @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")unpublic external interface
ScrollLogicalPosition {
    companion object
} unpublic inline val ScrollLogicalPosition.Companion.START:
ScrollLogicalPosition get() = "start".asDynamic().unsafeCast<ScrollLogicalPosition>().unpublic inline val
ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() =
"center".asDynamic().unsafeCast<ScrollLogicalPosition>().unpublic inline val
ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() =
"end".asDynamic().unsafeCast<ScrollLogicalPosition>().unpublic inline val
ScrollLogicalPosition.Companion.NEAREST: ScrollLogicalPosition get() =
"nearest".asDynamic().unsafeCast<ScrollLogicalPosition>().unpublic/* please, don't implement this interface!
* @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")unpublic external interface
CSSBoxType {
    companion object
} unpublic inline val CSSBoxType.Companion.MARGIN: CSSBoxType get() =
"margin".asDynamic().unsafeCast<CSSBoxType>().unpublic inline val
CSSBoxType.Companion.BORDER: CSSBoxType get() = "border".asDynamic().unsafeCast<CSSBoxType>().unpublic inline val
CSSBoxType.Companion.CONTENT: CSSBoxType get() = "content".asDynamic().unsafeCast<CSSBoxType>().unpublic inline val
CSSBoxType.Companion.PADDING: CSSBoxType get() =
"padding".asDynamic().unsafeCast<CSSBoxType>().unpublic inline val
CSSBoxType.Companion.CONTENT: CSSBoxType get() = "content".asDynamic().unsafeCast<CSSBoxType>().unpublic/* Copyright 2010-2019 JetBrains
s.r.o. and Kotlin Programming Language contributors.n */ Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.n */ NOTE: THIS FILE IS AUTO-GENERATED,
DO NOT EDIT!n/ See github.com/kotlin/dukat for details
Open Source Used In DCNM 12 12.0(2) 3983
Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String)
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun **/* * Exposes the JavaScript [Body](https://developer.mozilla.org/en/docs/Web/API/Body) to Kotlin
    *//public external interface Body { val val used: Boolean; fun arrayBuffer():
    Promise<ArrayBuffer>n fun blob(): Promise<Blob>n fun formData(): Promise<FormData>n fun json():
    Promise<Any>n fun text(): Promise<String>n
    fun **/* * Exposes the JavaScript
    [Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin
    *//public external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    open val open method: String
    open val url: String
    open val headers: Headers
    open val type: RequestType
    open val bodyUsed: Boolean
    override val bodyUsed: Boolean
    fun clone(): Request
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any>
    override fun text(): Promise<String>
}

/**
 * Exposes the JavaScript
 */
public external interface Body {
    val bodyUsed: Boolean
    fun arrayBuffer(): Promise<ArrayBuffer>
    fun blob(): Promise<Blob>
    fun formData(): Promise<FormData>
    fun json(): Promise<Any>
    fun text(): Promise<String>
}

/**
 * Exposes the JavaScript
 */
public external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    open val method: String
    open val url: String
    open val headers: Headers
    open val type: RequestType
    open val bodyUsed: Boolean
    fun clone(): Request
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any>
    override fun text(): Promise<String>
}

public external interface RequestInit {
    var method: String?
        get() = definedExternally
        set(value) = definedExternally
    var headers: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var body: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var referrer: String?
        get() = definedExternally
        set(value) = definedExternally
    var referrerPolicy: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var mode: RequestMode?
        get() = definedExternally
        set(value) = definedExternally
    var credentials: RequestCredentials?
        get() = definedExternally
        set(value) = definedExternally
    var cache: RequestCache?
        get() = definedExternally
        set(value) = definedExternally
    var redirect: RequestRedirect?
        get() = definedExternally
        set(value) = definedExternally
    var integrity: String?
        get() = definedExternally
        set(value) = definedExternally
    var keepalive: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var window: Any?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun RequestInit(method: String? = undefined,
    headers: dynamic = undefined, body: dynamic = undefined, referrer: String? = undefined, referrerPolicy: dynamic = undefined,
    mode: RequestMode? = undefined, credentials: RequestCredentials? = undefined, cache: RequestCache? = undefined,
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}

/**
 * Exposes the JavaScript
 */
public external open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {
    open val type: ResponseType
    open val url: String
    open val headers: Headers
    open val body: dynamic
    open val trailer: Promise<Headers>
    override val bodyUsed: Boolean
    fun clone(): Response
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any>
    override fun text(): Promise<String>

    companion object {
        fun error(): Response
        fun redirect(url: String, status: Short = definedExternally): Response
    }
}

public external interface ResponseInit {
    var status: Short? /* = 200 */
        get() = definedExternally
        set(value) = definedExternally
    var statusText: String? /* = "OK" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ResponseInit(status: Short = 200,
    statusText: String? = "OK", headers: dynamic = undefined): ResponseInit {
    val o = js("({})")
    o["status"] = status
    o["statusText"] = statusText
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}
RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.CORS: RequestMode get() = "cors".asDynamic().unsafeCast<RequestMode>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCredentials {
    companion object
}

public inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = "omit".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()

RequestCredentials.Companion.INCLUDE: RequestCredentials get() = "include".asDynamic().unsafeCast<RequestCredentials>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCache {
    companion object
}

public inline val RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.RELOAD: RequestCache get() = "reload".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect {
    companion object
}

public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = "follow".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() = "manual".asDynamic().unsafeCast<RequestRedirect>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResponseType {
    companion object
}

public inline val ResponseType.Companion.BASIC: ResponseType get() = "basic".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.DEFAULT: ResponseType get() = "default".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.ERROR: ResponseType get() = "error".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.OPAQUE: ResponseType get() = "opaque".asDynamic().unsafeCast<ResponseType>()

/* please, don’t implement this interface! */
@Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")
public external interface ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() = "opaqueredirect".asDynamic().unsafeCast<ResponseType>()

/* * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT! // See github.com/kotlin/dukat for details

package org.w3c.dom.mediacapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.parsing.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
```java
[MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin

```open

```java
public external open
class MediaStream() : EventTarget {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}
```

```java
/**
 * Exposes the JavaScript [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open var label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open var readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop(): dynamic
    fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun applyConstraints(constraints: MediaTrackSupportedConstraints): Promise<Unit>
}
```

```java
/**
 * Exposes the JavaScript [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var volume: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var latency: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var groupId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["width"] = width
        o["height"] = height
        o["aspectRatio"] = aspectRatio
        o["frameRate"] = frameRate
        o["facingMode"] = facingMode
        o["resizeMode"] = resizeMode
        o["volume"] = volume
        o["sampleRate"] = sampleRate
        o["sampleSize"] = sampleSize
        o["echoCancellation"] = echoCancellation
        o["autoGainControl"] = autoGainControl
        o["noiseSuppression"] = noiseSuppression
        o["latency"] = latency
        o["channelCount"] = channelCount
        o["deviceId"] = deviceId
        o["groupId"] = groupId
        return o
    }
```
definedExternally
    set(value) = definedExternally
    var facingMode: Array<String>?
        get() =
    definedExternally
    set(value) = definedExternally
    var resizeMode: Array<String>?
        get() =
    definedExternally
    set(value) = definedExternally
    var volume: DoubleRange?
        get() =
    definedExternally
    set(value) = definedExternally
    var sampleRate: ULongRange?
        get() =
    definedExternally
    set(value) = definedExternally
    var sampleSize: ULongRange?
        get() =
    definedExternally
    set(value) = definedExternally
    var echoCancellation: Array<Bool>?
        get() =
    definedExternally
    set(value) = definedExternally
    var autoGainControl: Array<Bool>?
        get() =
    definedExternally
    set(value) = definedExternally
    var noiseSuppression: Array<Bool>?
        get() =
    definedExternally
    set(value) = definedExternally
    var latency: DoubleRange?
        get() =
    definedExternally
    set(value) = definedExternally
    var channelCount: ULongRange?
        get() =
    definedExternally
    set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
    set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
    set(value) = definedExternally

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definedExternally
var sampleSize: dynamic
    get() = definedExternally
    set(value) = definedExternally
var echoCancellation: dynamic
    get() = definedExternally
    set(value) = definedExternally
var autoGainControl: dynamic
    get() = definedExternally
    set(value) = definedExternally
var noiseSuppression: dynamic
    get() = definedExternally
    set(value) = definedExternally
var latency: dynamic
    get() = definedExternally
    set(value) = definedExternally
var channelCount: dynamic
    get() = definedExternally
    set(value) = definedExternally
var deviceId: dynamic
    get() = definedExternally
    set(value) = definedExternally
var groupId: dynamic
    get() = definedExternally
    set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript [MediaTrackSettings](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSettings) to Kotlin
 */
public external interface MediaTrackSettings {
    var width: Int?
        get() = definedExternally
        set(value) = definedExternally
    var height: Int?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Double?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Double?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: String?
        get() = definedExternally
        set(value) = definedExternally
    var volume: Double?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Int?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Int?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var latency: Double?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Int?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceId
    o["groupId"] = groupId
    return o
}

/**
 * Exposes the JavaScript [MediaStreamTrackEvent](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrackEvent) to Kotlin

*/
public external open class MediaStreamTrackEvent(type: String, eventInitDict: MediaStreamTrackEventInit): Event {
    val (in open val track: MediaStreamTrack

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MediaStreamTrackEventInit: EventInit {
    var track: MediaStreamTrack?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["track"] = track
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/*
 * Exposes the JavaScript
 [MediaDevices](https://developer.mozilla.org/en/docs/Web/API/MediaDevices) to Kotlin
 */
public external abstract class MediaDevices: EventTarget {
    var ondevicechange: ((Event) -> dynamic)?
    fun enumerateDevices(): Promise<Array<MediaDeviceInfo>>
    fun getSupportedConstraints(): MediaStreamConstraints
    fun getUserMedia(constraints: MediaStreamConstraints = definedExternally): Promise<MediaStream>
}

/*
 * Exposes the JavaScript
 [MediaDeviceInfo](https://developer.mozilla.org/en/docs/Web/API/MediaDeviceInfo) to Kotlin
 */
public external abstract class MediaDeviceInfo {
    var deviceId: String
    var kind: MediaDeviceKind
    var label: String
    var groupId: String
    fun toJSON(): dynamic
}

public external abstract class InputDeviceInfo: MediaDeviceInfo {
    fun getCapabilities(): MediaTrackCapabilities
}

/*
 * Exposes the JavaScript
 [MediaStreamConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaStreamConstraints) to Kotlin
 */
public external interface MediaStreamConstraints {
    var video: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var audio: dynamic /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MediaStreamConstraints(video: dynamic = false, audio: dynamic = false): MediaStreamConstraints {
    val o = js("({})")
    o["video"] = video
    o["audio"] = audio
    return o
}

public external interface ConstrainablePattern {
    var onoverconstrained: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    fun getCapabilities(): Capabilities
    fun getConstraints(): Constraints
    fun getSettings(): Settings
    fun applyConstraints(constraints: Constraints = definedExternally): Promise<Unit>
}

/*
 * Exposes the JavaScript
 [DoubleRange](https://developer.mozilla.org/en/docs/Web/API/DoubleRange) to Kotlin
 */
public external interface DoubleRange {
    var max: Double?
        get() = definedExternally
        set(value) = definedExternally
    var min: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DoubleRange(max: Double? = undefined, min: Double? = undefined): DoubleRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainDoubleRange: DoubleRange {
    var exact: Double?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Double?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}
set(value) = definedExternally

```
public inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {
    val o = js("({...})")
    o["max"] = max
    o["min"] = min
    return o
}
```

```
@kotlin.internal.InlineOnly
public inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {
    val o = js("({...})")
    o["max"] = max
    o["min"] = min
    return o
}
```

```
public external interface ConstrainULongRange : ULongRange {
    var exact: Int?
        get() = definedExternally
        set(value) = definedExternally
        var ideal: Int?
        get() = definedExternally
        set(value) = definedExternally
}
```

```
@kotlin.internal.InlineOnly
    val o = js("({...})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}
```

```
/**
 * Exposes the JavaScript
 * [ConstrainBooleanParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters) to Kotlin
 */
public external interface ConstrainBooleanParameters {
    var exact: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}
```

```
@kotlin.internal.InlineOnly
    val o = js("({...})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}
```

```
/**
 * Exposes the JavaScript
 * [ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters) to Kotlin
 */
public external interface ConstrainDOMStringParameters {
    var exact: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var ideal: dynamic
        get() = definedExternally
        set(value) = definedExternally
}
```

```
@kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined): ConstrainDOMStringParameters {
    val o = js("({...})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}
```

```
public external interface Capabilities

@kotlin.internal.InlineOnly
public inline fun Capabilities(): Capabilities {
    val o = js("({...})")
    return o
}
```

```
public external interface Settings

@kotlin.internal.InlineOnly
public inline fun Settings(): Settings {
    val o = js("({...})")
    return o
}
```

```
public external interface ConstraintSet

@kotlin.internal.InlineOnly
public inline fun ConstraintSet(): ConstraintSet {
    val o = js("({...})")
    return o
}
```

```
public external interface Constraints : ConstraintSet {
    var advanced: Array<ConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}
```

```
@kotlin.internal.InlineOnly
public inline fun Constraints(advanced: Array<ConstraintSet>? = undefined): Constraints {
    val o = js("({...})")
    o["advanced"] = advanced
    return o
}
```

```
/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaStreamTrackState {
    companion object
}
```

```
public inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() = "live".asDynamic().unsafeCast<MediaStreamTrackState>()
```

```
public inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() = "ended".asDynamic().unsafeCast<MediaStreamTrackState>()
```

```
/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoFacingModeEnum {
    companion object
}
```

```
public inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = "user".asDynamic().unsafeCast<VideoFacingModeEnum>()
```

```
```

```
public inline val VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() = "left".asDynamic().unsafeCast<VideoFacingModeEnum>()
```

```
public inline val VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = "right".asDynamic().unsafeCast<VideoFacingModeEnum>()
```

```
/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoResizeModeEnum {
    companion object
}
```

```
public inline val VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() =
```

```
```
"none".asDynamic().unsafeCast<VideoResizeModeEnum>()


"none".asDynamic().unsafeCast<MediaDeviceKind>()
```kotlin
view n o["detail"] = detail n o["bubbles"] = bubbles n o["cancelable"] = cancelable n o["composed"] = composed n return o n n n n n n n

* Exposes the JavaScript
[PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin

/**
 * Exposes the JavaScript
[PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin
 */
public external open
class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent
{
    open val pointerId: Int
    open val open val width: Double
    open val open val height: Double
    open val open val pressure: Float
    open val open val tangentialPressure: Float
    open val open val tiltX: Int
    open val open val tiltY: Int
    open val open val pointerType: String
    open val open val isPrimary: Boolean
}

/**
 * Exposes the JavaScript
[SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGElementInstance
{
    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: SVGElement?
    open var tabIndex: Int
    fun focus()
    fun blur()

    companion object
    {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
{
    val o = js("({})")
    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped
    return o n n n n n n n
}
```

---

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val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGGeometryElement](https://developer.mozilla.org/en/docs/Web/API/SVGGeometryElement) to Kotlin
 */
public external abstract class SVGGeometryElement : SVGGraphicsElement {
    open val pathLength: Float
    fun isPointInFill(point: DOMPoint): Boolean
    fun isPointInStroke(point: DOMPoint): Boolean
    fun getTotalLength(): Float
    fun getPointAtLength(distance: Float): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGNumber](https://developer.mozilla.org/en/docs/Web/API/SVGNumber) to Kotlin
 */
public external abstract class SVGNumber {
    open var value: Float
}

/**
 * Exposes the JavaScript [SVGLength](https://developer.mozilla.org/en/docs/Web/API/SVGLength) to Kotlin
 */
public external abstract class SVGLength {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_LENGTHTYPE_UNKNOWN: Short
        val SVG_LENGTHTYPE_NUMBER: Short
        val SVG_LENGTHTYPE_PERCENTAGE: Short
        val SVG_LENGTHTYPE_EMS: Short
        val SVG_LENGTHTYPE_EXS: Short
        val SVG_LENGTHTYPE_PX: Short
        val SVG_LENGTHTYPE_CM: Short
        val SVG_LENGTHTYPE_MM: Short
        val SVG_LENGTHTYPE_IN: Short
        val SVG_LENGTHTYPE_PT: Short
        val SVG_LENGTHTYPE_PC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAngle) to Kotlin
 */
public external abstract class SVGAngle {
    open val unitType: Short
    open var value: Float
    open var valueInSpecifiedUnits: Float
    open var valueAsString: String
    fun newValueSpecifiedUnits(unitType: Short, valueInSpecifiedUnits: Float)
    fun convertToSpecifiedUnits(unitType: Short)

    companion object {
        val SVG_ANGLETYPE_UNKNOWN: Short
        val SVG_ANGLETYPE_UNSPECIFIED: Short
        val SVG_ANGLETYPE_DEG: Short
        val SVG_ANGLETYPE_RAD: Short
        val SVG_ANGLETYPE_GRAD: Short
    }
}

public external abstract class SVGNameList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: dynamic): dynamic
    fun insertItemBefore(newItem: dynamic, index: Int): dynamic
    fun replaceItem(newItem: dynamic, index: Int): dynamic
    fun removeItem(index: Int): dynamic
    fun appendItem(newItem: dynamic): dynamic
    fun getItem(index: Int): dynamic
}

@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.get(index: Int): dynamic = asDynamic()[index]
@kotlin.internal.InlineOnly
public inline operator fun SVGNameList.set(index: Int, newItem: dynamic) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(index: Int, newItem: SVGLength): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
}

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]
@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.appendItem(newItem: SVGLength) { asDynamic().add(newItem) }
@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.removeItem(index: Int) { asDynamic().removeAt(index) }
@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.insertItemBefore(newItem: SVGLength, index: Int) { asDynamic().insertAt(newItem, index) }

Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin.

```kotlin
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGLength): SVGLength
    fun insertItemBefore(newItem: SVGLength, index: Int): SVGLength
    fun replaceItem(newItem: SVGLength, index: Int): SVGLength
    fun removeItem(index: Int): SVGLength
    fun appendItem(newItem: SVGLength): SVGLength
    fun getItem(index: Int): SVGLength
    @kotlin.internal.InlineOnly
    public inline operator fun SVGLengthList.get(index: Int): SVGLength? = asDynamic()[index]
    @kotlin.internal.InlineOnly
    public inline operator fun SVGLengthList.set(index: Int, newItem: SVGLength) { asDynamic()[index] = newItem }
}
```

Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin.

```kotlin
public external abstract class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}
```

Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin.

```kotlin
public external abstract class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}
```

Exposes the JavaScript [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin.

```kotlin
public external abstract class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}
```

Exposes the JavaScript [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin.

```kotlin
public external abstract class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}
```

Exposes the JavaScript [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin.

```kotlin
public external abstract class SVGAnimatedLength {
    open val baseVal: SVGLength
    open val animVal: SVGLength
}
```

Exposes the JavaScript [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin.

```kotlin
public external abstract class SVGAnimatedAngle {
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
}
```

Exposes the JavaScript [SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin.

```kotlin
public external abstract class SVGAnimatedString {
    open var baseVal: String
    open val animVal: String
}
```

Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin.

```kotlin
public external abstract class SVGAnimatedRect {
    open val baseVal: DOMRect
    open val animVal: DOMRectReadOnly
}
```

Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin.

```kotlin
public external abstract class SVGAnimatedNumberList {
    open val baseVal: SVGNumberList
    open val animVal: SVGNumberList
}
```

Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin.

```kotlin
public external abstract class SVGAnimatedLengthList {
    open val baseVal: SVGLengthList
    open val animVal: SVGLengthList
}
```

Exposes the JavaScript [SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin.

```kotlin
public external abstract class SVGStringList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: String): String
    fun insertItemBefore(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun removeItem(index: Int): String
    fun appendItem(newItem: String): String
    fun getItem(index: Int): String
    @kotlin.internal.InlineOnly
    public inline operator fun SVGStringList.get(index: Int): String? = asDynamic()[index]
    @kotlin.internal.InlineOnly
    public inline operator fun SVGStringList.set(index: Int, newItem: String) { asDynamic()[index] = newItem }
}
```

Exposes the JavaScript [SVGUnitTypes](https://developer.mozilla.org/en/docs/Web/API/SVGUnitTypes) to Kotlin.

```kotlin
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SVGUnitTypes
```
Open Source Used In DCNM 12.12.0(2) 3996

```kotlin
companion object {
    val SVG_UNIT_TYPE_UNKNOWN: Short
    val SVG_UNIT_TYPE_USERSPACEONUSE: Short
    val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
}

/**
 * Exposes the JavaScript
 */
public external interface SVGTests {
    val requiredExtensions: SVGStringList
    val systemLanguage: SVGStringList
}

public external interface SVGFitToViewBox {
    val viewBox: SVGAnimatedRect
    val preserveAspectRatio: SVGAnimatedPreserveAspectRatio
}

/**
 * Exposes the JavaScript
 */
public external interface SVGZoomAndPan {
    var zoomAndPan: Short

    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external interface SVGURIReference {
    val href: SVGAnimatedString
}

/**
 * Exposes the JavaScript
 */
public abstract class SVGSVGElement : SVGGraphicsElement, SVGFitToViewBox, SVGZoomAndPan, WindowEventHandlers {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open var currentScale: Float
    open var currentTranslate: DOMPointReadOnly
    fun getIntersectionList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun getEnclosureList(rect: DOMRectReadOnly, referenceElement: SVGElement?): NodeList
    fun checkIntersection(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun checkEnclosure(element: SVGElement, rect: DOMRectReadOnly): Boolean
    fun deselectAll()
    fun createSVGNumber(): SVGNumber
    fun createSVGLength(): SVGLength
    fun createSVGAngle(): SVGAngle
    fun createSVGPoint(): DOMPoint
    fun createSVGMatrix(): DOMMatrix
    fun createSVGRect(): DOMRect
    fun createSVGTransform(): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun getElementById(elementId: String): Element
    fun suspendRedraw(maxWaitMilliseconds: Int): Int
    fun unsuspendRedraw(suspendHandleID: Int)
    fun unsuspendRedrawAll()
    fun forceRedraw()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITYREFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINEDBY: Short
    }

    /**
     * Exposes the JavaScript
     */
    public abstract class SVGGElement : SVGGraphicsElement {
        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITYREFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINEDBY: Short
        }
    }
}
```
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external abstract class SVGUnknownElement : SVGGraphicsElement {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin
 */
public external abstract class SVGDefsElement : SVGGraphicsElement {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
 */
public external abstract class SVGDescElement : SVGElement {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
 */
public external abstract class SVGMetadataElement : SVGElement {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTitleElement](https://developer.mozilla.org/en/docs/Web/API/SVGTitleElement) to Kotlin
 */
public external abstract class SVGTitleElement : SVGElement {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public abstract class SVGElement : SVGPolygonElement, SVGRectElement, SVGTransformable {
    companion object

    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public abstract class SVGTextElement : SVGElement, SVGTextContent {
    val x: Float
    val y: Float
    val height: Float
    val width: Float
    val textAnchor: String
    val dominantBaseline: String
    val verticalAnchor: String
    val rotation: Float
    val rotate: String
    val transform: String
    val preserveAspectRatio: String

    companion object

    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public abstract class SVGLinearGradientElement : SVGElement, SVGGradientElement {
    val x1: Float
    val y1: Float
    val x2: Float
    val y2: Float
    val gradientTransform: String
    val gradientUnits: String
    val spreadMethod: String
    val stopColor: String
    val stopOpacity: Float
    val stopAt: Float
    val stopUnits: String

    companion object

    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public abstract class SVGPathElement : SVGElement, SVGPath {
    open val d: String
    open val preserveAspectRatio: String
    open val transform: String

    companion object

    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public abstract class SVGStopElement : SVGElement, SVGStop {
    val offset: Float
    val stopColor: String
    val stopOpacity: Float

    companion object

    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public abstract class SVGShapeElement : SVGElement, SVGTransformable {
    open val x: Float
    open val y: Float
    open val height: Float
    open val width: Float
    open val fill: String
    open val stroke: String
    open val strokeWidth: Float
    open val strokeLinecap: String
    open val strokeLinejoin: String
    open val strokeLinecap: String
    open val strokeDasharray: String
    open val strokeDashoffset: Float
    open val transform: String
    open val preserveAspectRatio: String

    companion object

    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [SVGSymbolElement](https://developer.mozilla.org/en/docs/Web/API/SVGSymbolElement) to Kotlin
 */
public abstract class SVGSymbolElement : SVGGraphicsElement, SVGFitToViewBox {
    companion object

    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [SVGUseElement](https://developer.mozilla.org/en/docs/Web/API/SVGUseElement) to Kotlin
 */
public external abstract class SVGUseElement : SVGGraphicsElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val instanceRoot: SVGElement?
    open val animatedInstanceRoot: SVGElement?

    companion object

    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external open class SVGUseElementShadowRoot : ShadowRoot {
    companion object

    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface SVGElementInstance {
    val correspondingElement: SVGElement?
        get() = definedExternally
    val correspondingUseElement: SVGUseElement?
        get() = definedExternally
}

public external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {
    open val sourceAnimation: dynamic
}

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin
 */
public external abstract class SVGSwitchElement : SVGGraphicsElement {
    companion object

    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
Open Source Used In DCNM 12.12.0(2) 3999

---

```kotlin
{    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short

    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short

    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

public external interface GetSVGDocument {
    fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public external abstract class SVGStyleElement : SVGElement, LinkStyle {
    open var type: String
    open var media: String
    open var title: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
 */
public external abstract class SVGTransform {
    open val type: Short
    open val matrix: DOMMatrix
    open val angle: Float
    fun setMatrix(matrix: DOMMatrixReadOnly)
    fun setTranslate(tx: Float, ty: Float)
    fun setScale(sx: Float, sy: Float)
    fun setRotate(angle: Float, cx: Float, cy: Float)
    fun setSkewX(angle: Float)
    fun setSkewY(angle: Float)

    companion object {
        val SVG_TRANSFORM_UNKNOWN: Short
        val SVG_TRANSFORM_MATRIX: Short
        val SVG_TRANSFORM_TRANSLATE: Short
        val SVG_TRANSFORM_SCALE: Short
        val SVG_TRANSFORM_ROTATE: Short
        val SVG_TRANSFORM_SKEWX: Short
        val SVG_TRANSFORM_SKEWY: Short
    }
}

/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public external abstract class SVGTransformList {
    open val length: Int
    open val numberOfItems: Int

    fun clear()
    fun initialize(newItem: SVGTransform): SVGTransform
    fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
    fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
    fun removeItem(index: Int): SVGTransform
    fun appendItem(newItem: SVGTransform): SVGTransform
    fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
    fun consolidate(): SVGTransform?
    fun getItem(index: Int): SVGTransform
}

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public external abstract class SVGAnimatedTransformList {
    open val baseVal: SVGTransformList
    open val animVal: SVGTransformList
}

/**
 * Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
 */
public external abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
        val SVG_PRESERVEASPECTRATIO_NONE: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMAX: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short
        val SVG_PRESERVEASPECTRATIO_YMINXMIN: Short
        val SVG_PRESERVEASPECTRATIO_YMAXXMAX: Short
        val SVG_PRESERVEASPECTRATIO_YMINXMAX: Short
        val SVG_PRESERVEASPECTRATIO_YMAXXMIN: Short
    }
}
```
val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
val SVG_PRESERVEASPECTRATIO_XMAXYMIN: Short
val SVG_PRESERVEASPECTRATIO_XMIDYMIN: Short
val SVG_PRESERVEASPECTRATIO_XMINYMID: Short
val SVG_PRESERVEASPECTRATIO_XMIDYMID: Short
val SVG_PRESERVEASPECTRATIO_XMIDYMAX: Short
val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
val SVG_MEETORSLICE_UNKNOWN: Short
val SVG_MEETORSLICE_MEET: Short
val SVG_MEETORSLICE_SLICE: Short

Exposes the JavaScript [SVGAAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAAnimatedPreserveAspectRatio) to Kotlin

/**
 * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
 */
public external abstract class SVGPathElement : SVGGeometryElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

/**
 * Exposes the JavaScript [SVGRectElement](https://developer.mozilla.org/en/docs/Web/API/SVGRectElement) to Kotlin
 */
public external abstract class SVGRectElement : SVGGeometryElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin
 */
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
/**
 * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: DOMPoint): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint): DOMPoint
    fun getItem(index: Int): DOMPoint
}

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGPointList.set(index: Int, newItem: DOMPoint) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin */
public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength
}

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength
}

companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}
companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

/**
 * Exposes the JavaScript
 [SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin
 */
public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

/**
 * Exposes the JavaScript
 [SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin
 */
public external abstract class SVGTextContentElement : SVGGraphicsElement {
    open val textLength: SVGAnimatedLength
    open val lengthAdjust: SVGAnimatedEnumeration
    fun getNumberOfChars(): Int
    fun getComputedTextLength(): Float
    fun getSubStringLength(charnum: Int, nchars: Int): Float
    fun getStartPositionOfChar(charnum: Int): DOMPoint
    fun getEndPositionOfChar(charnum: Int): DOMPoint
    fun getExtentOfChar(charnum: Int): DOMRect
    fun getRotationOfChar(charnum: Int): Float
    fun getCharNumAtPosition(point: DOMPoint): Int
    fun selectSubString(charnum: Int, nchars: Int)

    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

/**
 * Exposes the JavaScript
 [SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to Kotlin
 */
public external abstract class SVGTextPositioningElement : SVGTextContentElement {
    open val x: SVGAnimatedLengthList
    open val y: SVGAnimatedLengthList
    open val dx: SVGAnimatedLengthList
    open val dy: SVGAnimatedLengthList
    open val rotate: SVGAnimatedNumberList

    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENTPOSITION_DISCONNECTED: Short
val DOCUMENTPOSITION_PRECEDING: Short
val DOCUMENTPOSITION_FOLLOWING: Short
val DOCUMENTPOSITION_CONTAINS: Short
val DOCUMENTPOSITION_CONTAINEDBY: Short
val DOCUMENTPOSITION_IMPLEMENTATIONSPECIFIC: Short

/* Exposes the JavaScript [SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin */
public external abstract class SVGTextElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUSTUNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENTPOSITION_DISCONNECTED: Short
        val DOCUMENTPOSITION_PRECEDING: Short
        val DOCUMENTPOSITION_FOLLOWING: Short
        val DOCUMENTPOSITION_CONTAINS: Short
        val DOCUMENTPOSITION_CONTAINEDBY: Short
        val DOCUMENTPOSITION_IMPLEMENTATIONSPECIFIC: Short
    }
}

/* Exposes the JavaScript [SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin */
public external abstract class SVGTSpanElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUSTUNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENTPOSITION_DISCONNECTED: Short
        val DOCUMENTPOSITION_PRECEDING: Short
        val DOCUMENTPOSITION_FOLLOWING: Short
        val DOCUMENTPOSITION_CONTAINS: Short
        val DOCUMENTPOSITION_CONTAINEDBY: Short
        val DOCUMENTPOSITION_IMPLEMENTATIONSPECIFIC: Short
    }
}

/* Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin */
public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration

    companion object {
        val TEXTPATHMETHODTYPEUNKNOWN: Short
        val TEXTPATHMETHODTYPEALIGN: Short
        val TEXTPATHMETHODTYPESTRETCH: Short
        val TEXTPATH_SPACINGTYPEUNKNOWN: Short
        val TEXTPATH_SPACINGTYPEAUTO: Short
        val TEXTPATH_SPACINGTYPEEXACT: Short
        val LENGTHADJUSTUNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENTPOSITION_DISCONNECTED: Short
        val DOCUMENTPOSITION_PRECEDING: Short
        val DOCUMENTPOSITION_FOLLOWING: Short
        val DOCUMENTPOSITION_CONTAINS: Short
        val DOCUMENTPOSITION_CONTAINEDBY: Short
    }
}
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin
 */
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference,
HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin
 */
public external abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [SVGSolidcolorElement](https://developer.mozilla.org/en/docs/Web/API/SVGSolidcolorElement) to Kotlin
 */
public external abstract class SVGSolidcolorElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
/* Exposes the JavaScript [SVGGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGGradientElement) to Kotlin

 */
public external abstract class SVGGradientElement : SVGElement, SVGURIReference, SVGUnitTypes {
    open val gradientUnits: SVGAnimatedEnumeration
    open val gradientTransform: SVGAnimatedTransformList
    open val spreadMethod: SVGAnimatedEnumeration

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/* Exposes the JavaScript [SVGLinearGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGLinearGradientElement) to Kotlin
 */
public external abstract class SVGLinearGradientElement : SVGGradientElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/* Exposes the JavaScript [SVGRadialGradientElement](https://developer.mozilla.org/en/docs/Web/API/SVGRadialGradientElement) to Kotlin
 */
public external abstract class SVGRadialGradientElement : SVGGradientElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
    open val fx: SVGAnimatedLength
    open val fy: SVGAnimatedLength
    open val fr: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
Short
val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external abstract class
SVGMeshGradientElement : SVGGradientElement { 

companion object {
val SVG_SPREADMETHOD_UNKNOWN: Short
val SVG_SPREADMETHOD_PAD: Short
val SVG_SPREADMETHOD_REPEAT: Short
val SVG_UNIT_TYPE_UNKNOWN: Short
val SVG_UNIT_TYPE_USERSPACEONUSE: Short
val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
 * [SVGStopElement](https://developer.mozilla.org/en/docs/Web/API/SVGStopElement) to Kotlin
 */
public external abstract class SVGStopElement : SVGElement {
open val offset: SVGAnimatedNumber

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

}}
Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGPatternElement](https://developer.mozilla.org/en/docs/Web/API/SVGPatternElement) to Kotlin
 */
public external abstract class SVGPatternElement : SVGElement, SVGFitToViewBox, SVGURIReference,
SVGUUnitTypes {
    open val patternUnits: SVGAnimatedEnumeration
    open val patternContentUnits: SVGAnimatedEnumeration
    open val patternTransform: SVGAnimatedTransformList
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
    companion object {
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
    }
}

public external abstract class SVGHatchElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGHatchpathElement : SVGElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin
 */
public external abstract class SVGCursorElement : SVGElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
**Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin**

```kotlin
public external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {
    open var type: String
    open var crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin**

```kotlin
public external abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {
    open val target: SVGAnimatedString
    open val download: SVGAnimatedString
    open val rel: SVGAnimatedString
    open val relList: SVGAnimatedString
    open val hreflang: SVGAnimatedString
    open val type: SVGAnimatedString

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

**Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin**

```kotlin
public external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * NOTE: THIS FILE IS AUTO-
GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.files

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.event.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript
 * [Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to Kotlin
 */
public external open class Blob(blobParts: Array<dynamic> = definedExternally, options: BlobPropertyBag = definedExternally) :
    ImageBitmapSource {
    open val size: Number
    open val type: String
    open val isClosed: Boolean
    fun slice(start: Int = definedExternally, end: Int = definedExternally, contentType: String = definedExternally): Blob
    fun close()
}

public external interface BlobPropertyBag {
    var type: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun BlobPropertyBag(type: String? = "") : BlobPropertyBag {
    val o = js("({})")
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript
 * [File](https://developer.mozilla.org/en/docs/Web/API/File) to Kotlin
 */
public external open class File(fileBits: Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally) : Blob {
    open val name: String
    open val lastModified: Int
}

public external interface FilePropertyBag : BlobPropertyBag {
    var lastModified: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun FilePropertyBag(lastModified: Int? = undefined, type: String? = ") : FilePropertyBag {
    val o = js("({})")
    o["lastModified"] = lastModified
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript
 * [FileList](https://developer.mozilla.org/en/docs/Web/API/FileList) to Kotlin
 */
public external abstract class FileList : ItemArrayLike<File> {
    override fun item(index: Int): File?
}

@kotlin.internal.InlineOnly
public operator fun FileList.get(index: Int): File? = asDynamic()[index]

/**
 * Exposes the JavaScript
 * [FileReader](https://developer.mozilla.org/en/docs/Web/API/Reader) to Kotlin
 */
public external open class FileReader : EventTarget {
    open val readyState: Short
    open val result: dynamic
    open val error: dynamic
    var onloadstart: ((ProgressEvent) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var onload: ((Event) -> dynamic)?
    var onabort: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    fun readAsArrayBuffer(blob: Blob)
    fun readAsBinaryString(blob: Blob)
    fun readAsText(blob: Blob, label: String = definedExternally)
    fun readAsDataURL(blob: Blob)
    fun abort()

    companion object {
        val EMPTY: Short
        val LOADING: Short
        val DONE: Short
    }
}

/**
 * Exposes the JavaScript
 * [FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/Reader) to Kotlin
 */
public external open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob)
    fun readAsBinaryString(blob: Blob)
    fun readAsText(blob: Blob, label: String = definedExternally)
    fun readAsDataURL(blob: Blob)
}

/**
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming
 * Language contributors. All use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. \n * NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.notifications

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.event.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript
 * [Notification](https://developer.mozilla.org/en/docs/Web/API/Notification) to Kotlin
 */
public external open class Notification(title: String, options: NotificationOptions = definedExternally) : EventTarget {
    var onclick: ((MouseEvent) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    open val title: String
    open val dir: NotificationDirection?
    open val lang: String
    open val body: String
    open val tag: String
    open val icon: String
    open val badge: String
    open val sound: String
    open val vibrate: String

Array<out Int>
open val timestamp: Number
open val renotify: Boolean
open val silent: Boolean
open val noscreen: Boolean
open val requireInteraction: Boolean
open val sticky: Boolean
open val data: Any?
open val actions: Array<out NotificationAction>
fun close()

companion object {
    val permission: NotificationPermission
    val maxActions: Int
    fun requestPermission(deprecatedCallback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>
}

public external interface NotificationOptions {
    var dir: NotificationDirection? /* = NotificationDirection.AUTO */
    get() = definedExternally
    set(value) = definedExternally
    var lang: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    var body: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    var tag: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    var icon: String?
    get() = definedExternally
    set(value) = definedExternally
    var badge: String?
    get() = definedExternally
    set(value) = definedExternally
    var sound: String?
    get() = definedExternally
    set(value) = definedExternally
    var vibrate: dynamic
    get() = definedExternally
    set(value) = definedExternally
    var timestamp: Number?
    get() = definedExternally
    set(value) = definedExternally
    var renotify: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var silent: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var noscreen: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var requireInteraction: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var sticky: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var data: Any? /* = null */
    get() = definedExternally
    set(value) = definedExternally
    var actions: Array<NotificationAction>? /* = arrayOf() */
    get() = definedExternally
    set(value) = definedExternally
    fun close() = definedExternally
    companion object {
        fun requestPermission(callback: (NotificationPermission) -> Unit = definedExternally): Promise<NotificationPermission>
    }
}

public external interface NotificationAction {
    var action: String?
    get() = definedExternally
    set(value) = definedExternally
    var title: String?
    get() = definedExternally
    set(value) = definedExternally
    var icon: String?
    get() = definedExternally
    set(value) = definedExternally
    fun open()
    companion object {
        fun requestPermission(callback: (NotificationAction) -> Unit = definedExternally): Promise<NotificationAction>
    }
}

public external interface GetNotificationOptions {
    var tag: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
    companion object {
        fun requestPermission(callback: (GetNotificationOptions) -> Unit = definedExternally): Promise<GetNotificationOptions>
    }
}

/**
 * Exposes the JavaScript [NotificationEvent](https://developer.mozilla.org/en/docs/Web/API/NotificationEvent) to Kotlin
 */
public external open class NotificationEvent(type: String, eventInitDict: NotificationEventInit) : ExtendableEvent {
    open val notification: Notification
    open val action: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    fun close() = definedExternally
    companion object {
        fun requestPermission(callback: (NotificationEvent) -> Unit = definedExternally): Promise<NotificationEvent>
    }
}

public external interface NotificationEventInit : ExtendableEventInit {
    var notification: Notification?
    get() = definedExternally
    set(value) = definedExternally
    var action: String? /* = "" */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun NotificationEventInit(notification: Notification): NotificationEventInit {
    notification.get().apply {
        this
    }
}
Notification?, action: String? = \"\\", bubbles: Boolean? = false, cancelable: Boolean? = false, composed: Boolean? = false): NotificationEventInit {\n    val o = js("({})")\n    o[\"notification\"] = notification\n    o[\"action\"] = action\n    o[\"bubbles\"] = bubbles\n    o[\"Cancelable\"] = cancelable\n    o[\"composed\"] = composed\n    return o\n}\n
/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationPermission {
    companion object
}

public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = \"default\".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = \"denied\".asDynamic().unsafeCast<NotificationPermission>()

public inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = \"granted\".asDynamic().unsafeCast<NotificationPermission>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationDirection {
    companion object
}

public inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = \"auto\".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = \"ltr\".asDynamic().unsafeCast<NotificationDirection>()

public inline val NotificationDirection.Companion.RTL: NotificationDirection get() = \"rtl\".asDynamic().unsafeCast<NotificationDirection>()

See github.com/kotlin/dukat for details

package org.w3c.workers

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
[ServiceWorker](https://developer.mozilla.org/en/docs/Web/API/ServiceWorker) to Kotlin
 */
public external abstract class ServiceWorker : EventTarget, AbstractWorker, UnionMessagePortOrServiceWorker, UnionClientOrMessagePortOrServiceWorker {
    open val scriptURL: String
    open val state: ServiceWorkerState
    open var onstatechange: ((Event) -> dynamic)?
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript
[ServiceWorkerRegistration](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerRegistration) to Kotlin
 */
public external abstract class ServiceWorkerRegistration : EventTarget {
    open val installing: ServiceWorker?
    open val waiting: ServiceWorker?
    open val active: ServiceWorker?
    open val scope: String
    open var onupdatefound: ((Event) -> dynamic)?
    open val APISpace: dynamic
    fun update(): Promise<Unit>
    fun unregister(): Promise<Boolean>
    fun showNotification(title: String, options: NotificationOptions = definedExternally): Promise<Unit>
    fun getNotifications(filter: GetNotificationOptions = definedExternally): Promise<Array<Notification>>
    fun methodName(): Promise<dynamic>
}

/**
 * Exposes the JavaScript
[ServiceWorkerContainer](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerContainer) to Kotlin
 */
public external abstract class ServiceWorkerContainer : EventTarget {
    open val controller: ServiceWorker?
    open val ready: Promise<ServiceWorkerRegistration>
    open var oncontrollerchange: ((Event) -> dynamic)?
    fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>
    fun getRegistration(clientURL: String = definedExternally): Promise<Any?>
    fun getRegistrations(): Promise<Array<ServiceWorkerRegistration>>
    fun startMessages()
}

public external interface RegistrationOptions {
    var scope: String?
        get() = definedExternally
        set(value) = definedExternally

var type: WorkerType? /* = WorkerType.CLASSIC */
get() = definedExternally
set(value) = definedExternally

@kotlin.internal.InlineOnly
public inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
    val o = js("({})")
    o["scope"] = scope
    o["type"] = type
    return o
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["data"] = data
    o["origin"] = origin
    o["lastEventId"] = lastEventId
    o["source"] = source
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [ServiceWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerGlobalScope) to Kotlin
 */
public external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {
    open val clients: Clients
    open val registration: ServiceWorkerRegistration
    open var oninstall: ((Event) -> dynamic)?
    open var onactivate: ((Event) -> dynamic)?
    open var onfetch: ((FetchEvent) -> dynamic)?
    open var onforeignfetch: ((Event) -> dynamic)?
    open var onmessage: ((MessageEvent) -> dynamic)?
    open var onnotificationclick: ((NotificationEvent) -> dynamic)?
    open var onnotificationclose: ((NotificationEvent) -> dynamic)?
    fun skipWaiting(): Promise<Unit>
}

/**
 * Exposes the JavaScript [Client](https://developer.mozilla.org/en/docs/Web/API/Client) to Kotlin
 */
public external abstract class Client : UnionClientOrMessagePortOrServiceWorker {
    open val url: String
    open val frameType: FrameType
    open val id: String
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

/**
 * Exposes the JavaScript [WindowClient](https://developer.mozilla.org/en/docs/Web/API/WindowClient) to Kotlin
 */
public external abstract class WindowClient : Client {
    open val visibilityState: dynamic
    open val focused: Boolean
    fun focus(): Promise<WindowClient>
    fun navigate(url: String): Promise<WindowClient>
}

/**
 * Exposes the JavaScript [Clients](https://developer.mozilla.org/en/docs/Web/API/Clients) to Kotlin
 */
public external abstract class Clients {
    fun get(id: String?): Promise<Any?>
    fun matchAll(options: ClientQueryOptions = definedExternally): Promise<Array<Client>>
    fun openWindow(url: String): Promise<WindowClient>
    fun claim(): Promise<Unit>
}

public external interface ClientQueryOptions {
    var includeUncontrolled: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var type: ClientType? /* = ClientType.WINDOW */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {
    val o = js("({})")
    o["includeUncontrolled"] = includeUncontrolled
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript [ExtendableEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableEvent) to Kotlin
 */
public external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit) to Kotlin

fun waitUntil(f: Promise<Any?>): Promise<any> {
    return new Promise(function(resolve, reject) {
        let timer = setTimeout(resolve, 0);
        let handler = () => {
            clearTimeout(timer);
            timer = setTimeout(resolve, 0);
            f().then(resolve, reject);
        };
        f().then(handler, handler);
    });
}

inline fun registerForeignFetch(options: ForeignFetchOptions): Promise<ForeignFetchResponse> {
    return useForeignFetch(options)
}

fun useForeignFetch(options: ForeignFetchOptions): Promise<ForeignFetchResponse> {
    return fetch(options.url, options.request)
        .then(response => {
            let headers: Array<String> = new Array<String>(
                response.headers.getNames() as Array<String>
            );
            let body: string = response.body
            // process response
            return new ForeignFetchResponse(body, headers);
        }, error => {
            // handle error
            return Promise.reject(error);
        });
}
ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface FrameType {
    companion object
}

public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ClientType {
    companion object
}

public inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.ALL: ClientType get() = "all".asDynamic().unsafeCast<ClientType>()

public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart: ((ProgressEvent) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onload: ((Event) -> dynamic)?
    open var ontimeout: ((Event) -> dynamic)?
    open var onloadend: ((Event) -> dynamic)?
}

public external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget

/**
 * Exposes the JavaScript XMLHttpRequestEventTarget to Kotlin
 */
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String
    open val status: Short
    open val statusText: String
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val responseText: String
    open val responseXML: Document?
    fun open(method: String, url: String)
    fun setRequestHeader(name: String, value: String)
    fun send(body: dynamic = definedExternally)
    fun abort()
    fun overrideMimeType(mime: String)
    fun getAllResponseHeaders(): String

    companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
        val LOADING:
**Exposes the JavaScript [FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin**

```kotlin
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}

/**
 * Exposes the JavaScript [ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin**

```
aspect
 * of that API either by using [UseExperimental] or by being annotated with the corresponding marker annotation.

 */
    public enum class Level {
        /** Specifies that a warning should be reported on incorrect
         * usages of this experimental API. */
        WARNING,
        /** Specifies that an error should be reported on
         * incorrect usages of this experimental API. */
        ERROR,
    }
}

/**
 * Allows to use experimental API
 * denoted by the given markers in the annotated file, declaration, or expression.
 * If a declaration is annotated with [UseExperimental], its usages are **not** required to opt-in to that experimental API.
 * This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].
 */
@Target(
    CLASS,
    PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION,
    PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS)
@Retention(SOURCE)
@SinceKotlin("1.2.50")
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@Deprecated("Please use OptIn instead.", ReplaceWith("OptIn(*markerClass)", "kotlin.OptIn"))
@public annotation class UseExperimental(
    vararg val markerClass: KClass<out Annotation>)


@Target(CLASS, PROPERTY, CONSTRUCTOR, FUNCTION,
    TYPEALIAS)
@Retention(BINARY)
@internal annotation class WasExperimental(
    vararg val markerClass: KClass<out Annotation>)


/**
 * This annotation marks the standard library API that is considered experimental and is not subject to the
 * [general compatibility guarantees](https://kotlinlang.org/docs/reference/evolution/components-stability.html) given for the
 * standard library:
 * the behavior of such API may be changed or the API may be removed completely in any
 * further release.
 * * @optin > Beware using the annotated API especially if you're developing a library, since your library
 * might become binary incompatible
 * with the future versions of the standard library.
 * * @experimental * Any usage of a declaration annotated with `@ExperimentalStdlibApi` must be accepted either by
 * annotating that usage with the
 * [OptIn] annotation, e.g. `@OptIn(ExperimentalStdlibApi::class)`,
 * or by using the compiler argument `-Xopt-
 * in=kotlin.ExperimentalStdlibApi`.
 * * @experimental * Example: we declare
 * ```
 * fun <T> sequence(@BuilderInference block:
 * suspend SequenceScope<T>.() -> Unit): Sequence<T>
 * ```
 * and use it like
 * ```
 * val result = sequence {
 * yield("result") }
 * ```
 * Here the type argument of the resulting sequence is inferred to `String` from
 * the `"result"` function, that is called inside the lambda passed to [sequence].
 * * @experimental * Note: this annotation is experimental, see
 * [ExperimentalTypeInference] on how to opt-in for it.
 */
@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.ERROR)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@Retention(AnnotationRetention.BINARY)
@Target(CLASS,
    ANNOTATION_CLASS,
    PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER,
    CONSTRUCTOR, FUNCTION,
    PROPERTY_GETTER, PROPERTY_SETTER,
    TYPEALIAS)
@MustBeDocumented
@ExperimentalStdlibApi
@SinceKotlin("1.3")
// TODO: Remove experimental status from itself and advance SinceKotlin to 1.4
@public annotation class ExperimentalStdlibApi

/*
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 * contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * license/LICENSE.txt file.
 */

package kotlin

import kotlin.annotation.AnnotationTarget.*
/**
 * The experimental multiplatform support API marker.
 * Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by annotating
 * that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalMultiplatform::class)`, or by using the
 * compiler argument `-Xopt-in=kotlin.ExperimentalMultiplatform`.
 * @see Experimental
 */
@Suppress("DEPRECATION")
@Experimental
@RequiresOptIn
@MustBeDocumented
@Target(
    CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE,
VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER,
PROPERTY_SETTER,
TYPEALIAS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@javax.annotation.Nonnull
public annotation class ExperimentalMultiplatform

/**
 * Marks an expected annotation class that it isn't required to have actual counterparts in all platforms.
 * This annotation is only applicable to 'expect' annotation classes in multi-platform projects and marks that class as
 * "optional".
 * Optional expected class is allowed to have no corresponding actual class on the platform. Optional
 * annotations can only be used to annotate something, not as types in signatures. If an optional annotation has no
 * corresponding actual class on a platform, the annotation entries where it's used are simply erased when
 * compiling code on that platform.
 * @see Experimental
 */
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@Experimental
@RequiresOptIn
@MustBeDocumented
@Target(
    CLASS, PROPERTY, FIELD, LOCAL_VARIABLE,
VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER,
PROPERTY_SETTER,
TYPEALIAS)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@javax.annotation.Nonnull
public annotation class OptionalExpectation

/**
 * Signals that the annotated
 * annotation class is a marker of an API that requires an explicit opt-in.
 * Call sites of any declaration annotated
 * with that marker should opt in to the API either by using [OptIn], or by being
 * annotated with that marker
 * themselves, effectively causing further propagation of the opt-in requirement.
 * This class requires opt-in itself
 * and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`.
 */
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.3")
@RequireKotlin("1.3.70", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class RequiresOptIn(
    vararg val markerClass: KClass<out Annotation>) {
    /**
     * Severity of the diagnostic that
     * should be reported on usages which did not explicitly opted into
     * the API either by using [OptIn], or by being
     * annotated with the corresponding marker annotation.
     */
    public enum class Level {
        /** Specifies that a
         * warning should be reported on incorrect usages of this API. */
        WARNING,

        /** Specifies that an error
         * should be reported on incorrect usages of this API. */
        ERROR,
    }
}

/**
 * Allows to use the API
 * denoted by the given markers in the annotated file, declaration, or expression.
 * If a declaration is annotated
 * with [OptIn], its usages are **not** required to opt in to that API.
 */
@Target(
    CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER,
PROPERTY_SETTER, EXPRESSION, FILE,
TYPEALIAS)
@Retention(SOURCE)
@SinceKotlin("1.3")
@RequireKotlin("1.3.70", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@javax.annotation.Nonnull
@org.jetbrains.annotations.Nullable
public annotation class OptIn(
    vararg val markerClass: KClass<out Annotation>) { /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language */

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The collection is covariant on its element type. *

namespace

var

override fun containsAll(elements: Collection<UnsafeVariance T>): Boolean =

elements.all { contains(it) } // use when js will support bound refs: elements.all(this::contains)

override fun iterator(): Iterator<T> = IteratorImpl()

override fun indexOf(element: UnsafeVariance T): Int = indexOfFirst { it == element }

override fun lastIndexOf(element: UnsafeVariance T): Int = indexOfLast { it == element }

override fun listIterator(): ListIterator<T> = ListIteratorImpl(0)

override fun listIterator(index: Int): ListIterator<T> = ListIteratorImpl(index)

override fun subList(fromIndex: Int, toIndex: Int): List<T> = SubList(this, fromIndex, toIndex)

private class SubList<out T>(private val list: AbstractList<T>, private val fromIndex: Int, toIndex: Int) : AbstractList<T>(), RandomAccess {
    private var _size: Int = 0

    init {
        checkRangeIndexes(fromIndex, toIndex, list.size)
        this._size = toIndex - fromIndex
    }

    override fun get(index: Int): T {
        checkElementIndex(index, _size)

        return list[fromIndex + index]
    }

    override val size: Int get() = _size
}

/**
 * Compares this list with other list instance with the ordered structural equality.
 */
Open Source Used In DCNM 12.12.0(2) 4021

Methods for convenient access to the both ends.

* It also implements [MutableList] interface and supports efficient deque is short for "double ended queue" and is usually pronounced "deck".

* The collection provides defaultMinCapacity = 10

/**
 * Resizable-array implementation of the deque data structure.
 *
 * The name

@SharedImmutable
private val emptyElementData = null

package kotlin.collections

import Programming Language contributors.

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 */

package kotlin.collections

import

/**
 * Provides a skeletal implementation of the read-only [Set] interface.
 *
 * All subsequent accesses just return the created instance.
 */
override fun equals(other: Any?): Boolean {
    if (other === this) return true

    override val size: Int get() = entries.size

    /**
     * Returns a read-only [Collection] of all values in this.map.
     * Accessing this property first time creates a values view from [entries].
     * All subsequent accesses just return the created instance.
     */
    override val values: Collection<V>
        get() {
            if (_values == null) {
                _values = object :
                    override fun iterator(): Iterator<V> {
                        return object : Iterator<V> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
                            override fun next(): V = entryIterator.next()
                        }
                    }

                    override val size: Int get() = this@AbstractMap.size
                }
            }
            return _values!!
        }

        override val isEmpty: Boolean get() = size == 0

    /**
     * Returns a read-only [Collection] of all keys in this.map.
     * Accessing this property first time creates a keys view from [entries].
     * All subsequent accesses just return the created instance.
     */
    override val keys: Set<K>
        get() {
            if (_keys == null) {
                _keys = object :
                    override fun iterator(): Iterator<K> {
                        val entryIterator = entries.iterator()
                        return object : Iterator<K> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
                            override fun next(): K =
                                entryIterator.next().key
                        }
                    }

                    override val size: Int get() =

                    internal fun unorderedHashCode(e: Map.Entry<K, V>): Int = with(e) {
                        var hashCode = 0
                        for (element in e.value) {
                            hashCode += (element.hashCode() ?: 0) xor (value?.hashCode() ?: 0)
                        }
                        return hashCode
                    }

                    companion object {
                        internal fun entryHashCode(e: Map.Entry<K, V>): Int = with(e) { (key?.hashCode() ?: 0) xor (value?.hashCode() ?: 0) }
                    }

                    override operator fun contains(element: K): Boolean = containsKey(element)

                    override operator fun iterator(): Iterator<K> {
                        return object : Iterator<K> {
                            override fun hasNext(): Boolean = entryIterator.hasNext()
                            override fun next(): K =
                                entryIterator.next().key
                        }
                    }

                    override val size: Int get() =

                    private fun implFindEntry(key: K): Map.Entry<K, V>? = entries.firstOrNull { it.key == key }

                    internal

                    internal fun unorderedHasEquals(): Boolean = containsValue(element)

                    override operator fun contains(element: @UnsafeVariance V): Boolean =

                    override fun hashCode(): Int = unorderedHashCode(this)

                    internal companion object {
                        internal fun entryToString(e: Map.Entry<K, V>): String = with(e) {
                            toString(e.key) + "=" + toString(e.value)
                        }
                    }

                    override operator fun contains(element: K): Boolean = containsKey(element)

                    override operator fun iterator(): Iterator<K> {
                        var _keys: Set<K>? = null

                        override val size: Int get() =

                        internal fun setEquals(canonical: Collection<K>, other: Collection<K>): Boolean {
                            if (other !is Set<*>) return false
                            return setEquals(canonical, other)
                        }

                        override fun equals(other: Any?): Boolean {
                            if (other === this) return true
                            override val size: Int get() = entries.size

                        internal fun setEquals(canonical: Collection<K>, other: Collection<K>): Boolean {
                            if (other !is Set<*>) return false
                            return setEquals(canonical, other)
                        }

                        override fun hashCode(): Int = unorderedHashCode(this)

                        internal companion object {
                            internal fun entryHashCode(e: Map.Entry<K, V>): Int = with(e) { (key?.hashCode() ?: 0) xor (value?.hashCode() ?: 0) }
                        }

                        override operator fun contains(element: K): Boolean = containsKey(element)

                        override operator fun iterator(): Iterator<K> {
                            var _keys: Set<K>? = null

                            override val size: Int get() =

                            internal fun setEquals(canonical: Collection<K>, other: Collection<K>): Boolean {
                                if (other !is Set<*>) return false
                                return setEquals(canonical, other)
                            }

                            override fun equals(other: Any?): Boolean {
                                if (other === this) return true
                                override val size: Int get() = entries.size

                            internal fun setEquals(canonical: Collection<K>, other: Collection<K>): Boolean {
                                if (other !is Set<*>) return false
                                return setEquals(canonical, other)
                            }

                            override fun hashCode(): Int = unorderedHashCode(this)

                            internal companion object {
                                internal fun entryHashCode(e: Map.Entry<K, V>): Int = with(e) { (key?.hashCode() ?: 0) xor (value?.hashCode() ?: 0) }
                            }

                            override operator fun contains(element: K): Boolean = containsKey(element)

                            override operator fun iterator(): Iterator<K> {
                                var _keys: Set<K>? = null

                                override val size: Int get() =

                                internal fun setEquals(canonical: Collection<K>, other: Collection<K>): Boolean {
                                    if (other !is Set<*>) return false
                                    return setEquals(canonical, other)
                                }

                                override fun equals(other: Any?): Boolean {
                                    if (other === this) return true
                                    override val size: Int get() = entries.size

                                internal fun setEquals(canonical: Collection<K>, other: Collection<K>): Boolean {
                                    if (other !is Set<*>) return false
                                    return setEquals(canonical, other)
                                }

                                override fun hashCode(): Int = unorderedHashCode(this)

                                internal companion object {
                                    internal fun entryHashCode(e: Map.Entry<K, V>): Int = with(e) { (key?.hashCode() ?: 0) xor (value?.hashCode() ?: 0) }
                                }

                                override operator fun contains(element: K): Boolean = containsKey(element)

                                override operator fun iterator(): Iterator<K> {
                                    var _keys: Set<K>? = null

                                    override val size: Int get() =

                                    internal fun setEquals(canonical: Collection<K>, other: Collection<K>): Boolean {
                                        if (other !is Set<*>) return false
                                        return setEquals(canonical, other)
                                    }

                                    override fun equals(other: Any?): Boolean {
                                        if (other === this) return true
                                        override val size: Int get() = entries.size

                                    internal fun setEquals(canonical: Collection<K>, other: Collection<K>): Boolean {
                                        if (other !is Set<*>) return false
                                        return setEquals(canonical, other)
                                    }

                                    override fun hashCode(): Int = unorderedHashCode(this)

                                    internal companion object {
                                        internal fun entryHashCode(e: Map.Entry<K, V>): Int = with(e) { (key?.hashCode() ?: 0) xor (value?.hashCode() ?: 0) }
                                    }

                                    override operator fun contains(element: K): Boolean = containsKey(element)

                                    override operator fun iterator(): Iterator<K> {
                                        var _keys: Set<K>? = null

                                        override val size: Int get() =

                                        internal fun setEquals(canonical: Collection<K>, other: Collection<K>): Boolean {
                                            if (other !is Set<*>) return false
                                            return setEquals(canonical, other)
                                        }

                                        override fun equals(other: Any?): Boolean {
                                            if (other === this) return true
                                            override val size: Int get() = entries.size

                                        internal fun setEquals(canonical: Collection<K>, other: Collection<K>): Boolean {
                                            if (other !is Set<*>) return false
                                            return setEquals(canonical, other)
                                        }

                                        override fun hashCode(): Int = unorderedHashCode(this)

                                        internal companion object {
                                            internal fun entryHashCode(e: Map.Entry<K, V>): Int = with(e) { (key?.hashCode() ?: 0) xor (value?.hashCode() ?: 0) }
                                        }

                                        override operator fun contains(element: K): Boolean = containsKey(element)

                                        override operator func
get/set operations by index.

`*\n\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\npublic class ArrayDeque<E> : AbstractMutableList<E> {\n    private var head: Int = 0\n    private var elementData: Array<Any?>\n
    override\n    var size: Int = 0\n        private set

    /**\n     * Constructs an empty deque with specified [initialCapacity], or\n     * throws [IllegalArgumentOutOfRangeException] if [initialCapacity] is negative.\n     */\n    public constructor(initialCapacity: Int) {\n        elementData = when {\n            initialCapacity == 0 -> emptyElementData\n            initialCapacity > 0 \n            else -> throw IllegalArgumentException("Illegal Capacity: $initialCapacity")\n        }\n    }

    /**\n     * Constructs a deque that contains the same elements as the\n     * specified [elements] collection in the same order.\n     */\n    public constructor(elements: Collection<E>) {\n        elementData = elements.toTypedArray()\n        size = elementData.size\n        if (elementData.isEmpty())\n            elementData = emptyElementData\n    }

    /**\n     * Ensures that the capacity of this deque is at least equal to\n     * the specified [minCapacity].\n     */\n    private fun ensureCapacity(minCapacity: Int) {\n        if (minCapacity < 0) throw IllegalStateException("Deque is\n            too big.")\n        if (minCapacity <= elementData.size) return\n        if (elementData ===\n            emptyElementData) {\n            elementData = arrayOfNulls(minCapacity.coerceAtLeast(defaultMinCapacity))\n            return\n        }

        val newCapacity = newCapacity(elementData.size, minCapacity)\n        copyElements(newCapacity)\n    }

    // made internal for testing\n    internal fun newCapacity(oldCapacity: Int,\n            minCapacity: Int): Int {\n        // overflow-conscious\n        var newCapacity = oldCapacity + (oldCapacity shr 1)\n        if (newCapacity - minCapacity < 0)\n            newCapacity = minCapacity\n        if (newCapacity - maxArraySize > 0)\n            newCapacity = if (minCapacity > maxArraySize) Int.MAX_VALUE else maxArraySize\n        return\n    }

    /**\n     * Creates a new array with the specified [newCapacity] size and copies elements in\n     * the [elementData] array to it.\n     */\n    private fun copyElements(newCapacity: Int) {\n        val newElements =\n            arrayOfNulls<Any?>(newCapacity)\n        elementData.copyInto(newElements, 0, head, elementData.size)\n        elementData.copyInto(newElements, elementData.size - head, 0, head)\n        head = 0\n        elementData =\n            newElements\n        @kotlin.internal.InlineOnly\n        private inline fun internalGet(internalIndex: Int): E {\n            @Suppress("UNCHECKED_CAST")\n            return elementData[internalIndex] as E\n        }

        private fun positiveMod(index: Int): Int = if (index >= elementData.size) index - elementData.size else index\n
        private fun negativeMod(index: Int): Int = if (index < 0) index + elementData.size else index\n
        @kotlin.internal.InlineOnly\n        private inline fun internalIndex(index: Int): Int = positiveMod(head + index)\n
        private fun incremented(index: Int): Int = if (index == elementData.lastIndex) 0 else index + 1\n
        private fun decremented(index: Int): Int = if (index == 0) elementData.lastIndex else index - 1\n
        override fun isEmpty(): Boolean = size == 0\n
        /**\n         * Returns the first element, or throws [NoSuchElementException] if this deque is\n         * empty.\n         */\n        public fun addFirst(element: E) {\n            ensureCapacity(size + 1)\n            head = decremented(head)\n            elementData[head] = element\n            size += 1\n        }\n
        /**\n         * Returns the last element, or `null` if this deque is empty.\n         */\n        public fun addLast(element: E) {\n            ensureCapacity(size + 1)\n            elementData[internalIndex(lastIndex)] = element\n            size += 1\n        }\n
        /**\n         * Removes the first element from this deque and returns that removed\n         * element, or throws [NoSuchElementException] if this deque is empty.\n         */\n        public fun removeFirst(): E {\n            if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")\n
            val element =\n                internalGet(head)\n            elementData[head] = null\n            head = incremented(head)\n            size -= 1\n            return\n        }\n
        /**\n         * Removes the first element from this deque and returns that removed element, or
returns `null` if this deque is empty.

```java
public fun removeFirstOrNull(): E? = if (isEmpty()) null else removeFirst() /* *Removes the last element from this deque and returns that removed element, or throws [NoSuchElementException] if this deque is empty. */

public fun removeLast(): E? = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.")

val internalLastIndex = internalIndex(lastIndex)

val element = internalGet(internalLastIndex)

val elementData = elementData[index]

size -= 1

return element

/* *Removes the last element from this deque and returns that removed element, or returns `null` if this deque is empty. */

public fun removeLastOrNull(): E? = if (isEmpty()) null else removeLast() // MutableList, MutableCollection

public override fun add(element: E): Boolean

{

addLast(element) return true

} /* public override fun addLast(element: E): Boolean */

```

```java
internalGet(internalLastIndex)

val element = internalGet(internalLastIndex)

val elementData = elementData[index]

size -= 1

return element

/* *Removes the last element from this deque and returns that removed element, or returns `null` if this deque is empty. */

public fun removeLastOrNull(): E? = if (isEmpty()) null else removeLast() // MutableList, MutableCollection

public override fun add(element: E): Boolean

{

addLast(element) return true

} /* public override fun addLast(element: E): Boolean */

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ensureCapacity(size + elements.size)

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```
elementData.copyInto(elementData, index, head, elementData.size - 1)
    } else { // head > tail, headIndex < head
        elementData.copyInto(elementData, head, head, elementData.size - 1)
    }

    elementData[head] = null
    head = incremented(head)
}

public override fun set(index: Int, value: E): E {
    if (index < 0 || index >= size)
        throw IndexOutOfBoundsException()

    val tail = internalIndex(size)
    var modified = false

    if (head < tail) {
        for (index in head until tail) {
            val element = elementData[index]
            elementData[index] = value
        }
    } else {
        for (index in head until elementData.size) {
            val element = elementData[index]
            elementData[index] = value
        }
        var newTail = head
        var elementDataSize = elementData.size
        var newElementDataSize = elementData.size
        var result = false
        var elementDataElement = elementData.first()
        var resultElementDataElement = elementData.first()

        if (head < tail) {
            for (index in head until tail) {
                val element = elementData[index]
                if (predicate(element as E))
                    result = true
                else
                    resultElementDataElement = resultElementDataElement
                    elementDataElement = elementDataElement
                    resultElementDataElement = resultElementDataElement
            }
        } else {
            for (index in head until elementData.size) {
                val element = elementData[index]
                if (predicate(element as E))
                    result = true
                else
                    resultElementDataElement = resultElementDataElement
                    elementDataElement = elementDataElement
                    resultElementDataElement = resultElementDataElement
            }
        }
        if (modified)
            size = negativeMod(newTail - head)

        return result
    }

    return element
}

public override fun removeAll(elements: Collection<E>): Boolean = filterInPlace {
    !elements.contains(it) }

public override fun retainAll(elements: Collection<E>): Boolean = filterInPlace {
    elements.contains(it) }

private inline fun filterInPlace(predicate: (E) -> Boolean): Boolean {
    if (this.isEmpty() || elementData.isEmpty())
        return false

    val tail = internalIndex(size)
    var newTail = head
    var modified = false

    if (head < tail) {
        for (index in head until tail) {
            val element = elementData[index]
            if (predicate(element as E))
                elementData[newTail++] = element
            else
                modified = true
        }
    } else {
        for (index in head until elementData.size) {
            val element = elementData[index]
            if (predicate(element as E))
                elementData[newTail] = element
            else
                modified = true
        }
        newTail = positiveMod(newTail - head)

        for (index in 0 until tail) {
            val element = elementData[index]
            elementData.fill(null, newTail, tail)
        }
    }

    elementData.fill(null, head, newTail)
Kotlin Programming Language contributors.

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---

@file:kotlin.jvm.JvmName("MapAccessorsKt")

package kotlin.collections

import kotlin.reflect.KProperty
import kotlin.internal.Exact

/**
 * Returns the value of the property for the given object from this read-only map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).
 */
public inline operator fun <V, V1 : V> Map<String, @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)

/**
 * Returns the value of the property for the given object from this mutable map.
 * @param thisRef the object for which the value is requested (not used).
 * @param property the metadata for the property, used to get the name of property and lookup the value corresponding to this name in the map.
 * @return the property value.
 * @throws NoSuchElementException when the map doesn't contain value for the property name and doesn't provide an implicit default (see [withDefault]).
 */
public inline operator fun <V, V1 : V> MutableMap<String, out @Exact V>.getValue(thisRef: Any?, property: KProperty<*>): V1 =
    @Suppress("UNCHECKED_CAST") (getOrImplicitDefault(property.name) as V1)

@Deprecated("Use getValue() with two type parameters instead", level = DeprecationLevel.ERROR)
public inline fun <V> MutableMap<String, in V>.getValue(thisRef: Any?, property: KProperty<*>, value: V) {
    this.put(property.name, value)
}

---

@file:kotlin.jvm.jvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")

package kotlin.collections

/**
 * Returns the value for the given key, or the implicit default value for this map.
 * By default no implicit value is provided for maps and a [NoSuchElementException] is thrown.
 * To create a map with default value use [withDefault] method.
 * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.
 */
internal fun <K, V> Map<K, V>.getOrImplicitDefault(key: K): V {
    if (this is MapWithDefault)
        return this.getOrImplicitDefault(key)

    return getOrElseNullable(key, { throw NoSuchElementException("Key $key is missing in the map.") })
}

/**
 * Returns a wrapper of this read-only map, having the implicit default value provided with the specified function.
 * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.
 */
public fun <K, V> Map<K, V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =
    when (this) {
        is MapWithDefault ->
            this.map.withDefault(defaultValue)
        else -> MapWithDefaultImpl(this, defaultValue)
    }

/**
 * Returns a wrapper of this mutable map, having the implicit default value provided with the specified function.
 * When this map already has an implicit default value provided with a former call to [withDefault], it is being replaced by this call.
 */
public fun <K, V> MutableMap<K, V>.withDefault(defaultValue: (key: K) -> V): MutableMap<K, V> =
    when (this) {
        is MapWithDefault ->
            this.map.withDefault(defaultValue)
        else -> MapWithDefaultImpl(this, defaultValue)
    }

---

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")
being replaced by this call.

@kotlin.jvm.JvmName("withDefaultMutable")
public fun <K, V> MutableMap<K, V>.withDefault(defaultValue: (key: K) -> V): MutableMap<K, V> =
    this.map.withDefault(defaultValue) else -> this.map

private interface MapWithDefault<K, V> {
    fun <default(key: K) -> V> override fun containsValue(value: @UnsafeVariance V): Boolean =
        this.map.containsKey(key) && this.map.getOrImplicitDefault(key, defaultValue) == value
}

private class MapWithDefaultImpl<K, V>(public override val map: Map<K, V> private val key: V) : MapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean =
        map.containsValue(value)
    override fun get(key: K): V? = map.get(key)
    override val keys: Set<K> get() = map.keys
    override val values: Collection<V> get() = map.values
    override val entries: Set<Map.Entry<K, V>> get() = map.entries

    override fun put(key: K, value: V): V? = map.put(key, value)
    override fun remove(key: K): V? = map.remove(key)
    override fun putAll(from: Map<out K, V>): Boolean =
        this.map.putAll(from)
    override fun clear() =
        this.map.clear()

    override fun getOrImplicitDefault(key: K): V = this.map.getOrElseNullable(key, { default(key) })
}

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V> private val key: V) : MutableMapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean =
        map.containsValue(value)
    override fun get(key: K): V? = map.get(key)
    override val keys: MutableSet<K> get() = map.keys
    override val values: MutableCollection<V> get() = map.values
    override val entries: MutableSet<MutableMap.MutableEntry<K, V>> get() = map.entries

    override fun put(key: K, value: V): V? = map.put(key, value)
    override fun remove(key: K): V? = map.remove(key)
    override fun putAll(from: Map<out K, V>): Boolean =
        this.map.putAll(from)
    override fun clear() =
        this.map.clear()

    override fun getOrImplicitDefault(key: K): V = this.map.getOrElseNullable(key, { default(key) })
}

package kotlin.collections

import kotlin.random.Random

/**
 * Removes a single instance of the specified element from this collection, if it is present.
 * Allows to overcome type-safety restriction of `remove` that requires to pass an element of type `E`.
 * @return `true` if the element has been successfully removed; `false` if it was not present in the collection.
 * See also: `removeAll(elements)`.
 */
public inline fun <T> MutableCollection<out T>.remove(element: T): Boolean =
    @Suppress("UNCHECKED_CAST") this as MutableCollection<T>.remove(element)

/**
 * Removes all elements of the given `elements` collection from this collection.
 * Allows to overcome type-safety restriction of `removeAll` that requires to pass a collection of type `Collection<E>`.
 * @return `true` if any of the specified elements was removed from the collection; `false` if the collection was not modified.
 * See also: `retainAll(elements)`.
 */
public inline fun <T> MutableCollection<out T>.removeAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") this as MutableCollection<T>.removeAll(elements)

/**
 * Retains only the elements in this collection that are contained in the specified collection.
 * @return `true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.
 * See also: `removeAll(elements)`.
 */
public inline fun <T> MutableCollection<out T>.retainAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") this as MutableCollection<T>.retainAll(elements)

/**
 * Adds the specified [element] to this mutable collection.
 * @return `true` if the specified [element] was already added to this mutable collection.
 * @see add
 */
public inline fun <T> MutableList<T>.add(element: T): Boolean =
    @Suppress("UNCHECKED_CAST") this.add(element)

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 * @return `true` if any of the specified elements was already added to this mutable collection.
 * @see addAll
 */
public inline fun <T> MutableList<T>.addAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") this.addAll(elements)

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 * @return `true` if any of the specified elements was already added to this mutable collection.
 * @see add
 */
public inline fun <T> MutableList<T>.addAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") this.addAll(elements)

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 * @return `true` if any of the specified elements was already added to this mutable collection.
 * @see add
 */
public inline fun <T> MutableList<T>.addAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") this.addAll(elements)

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 * @return `true` if any of the specified elements was already added to this mutable collection.
 * @see add
 */
public inline fun <T> MutableList<T>.addAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") this.addAll(elements)

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 * @return `true` if any of the specified elements was already added to this mutable collection.
 * @see add
 */
public inline fun <T> MutableList<T>.addAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") this.addAll(elements)

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 * @return `true` if any of the specified elements was already added to this mutable collection.
 * @see add
 */
public inline fun <T> MutableList<T>.addAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") this.addAll(elements)

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 * @return `true` if any of the specified elements was already added to this mutable collection.
 * @see add
 */
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    @Suppress("UNCHECKED_CAST") this.addAll(elements)

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 * @return `true` if any of the specified elements was already added to this mutable collection.
 * @see add
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 * Adds all elements of the given [elements] collection to this mutable collection.
 * @return `true` if any of the specified elements was already added to this mutable collection.
 * @see add
 */
public inline fun <T> MutableList<T>.addAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") this.addAll(elements)

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 * @return `true` if any of the specified elements was already added to this mutable collection.
 * @see add
 */
public inline fun <T> MutableList<T>.addAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") this.addAll(elements)

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 * @return `true` if any of the specified elements was already added to this mutable collection.
 * @see add
 */
public inline fun <T> MutableList<T>.addAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST") this.addAll(elements)

/**
 * Adds all elements of the given [elements] collection to this mutable collection.
 * @return `true` if any of the specified elements was already added to this mutable collection.
 * @see add
 */
public inline fun <T> MutableList<T>.addAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CALL")
T>.plusAssign(elements: Iterable<T>) { this.addAll(elements) } * Adds all elements of the given [elements] array to this mutable collection.

MutableCollection<T>.plusAssign(elements: Array<T>) { this.addAll(elements) } * Adds all elements of the given [elements] sequence to this mutable collection.

MutableCollection<T>.plusAssign(elements: Sequence<T>) { this.addAll(elements) } * Removes a single instance of the specified [element] from this mutable collection.

MutableCollection<T>.minusAssign(element: T) { this.remove(element) } * Removes all elements contained in the given [elements] collection from this mutable collection.

MutableCollection<T>.minusAssign(elements: Iterable<T>) { this.removeAll(elements) } * Removes all elements contained in the given [elements] sequence from this mutable collection.

MutableCollection<T>.minusAssign(elements: Array<T>) { this.removeAll(elements) } * Removes all elements contained in the given [elements] array from this mutable collection.

MutableCollection<T>.minusAssign(elements: Sequence<T>) { this.removeAll(elements) } * Removes all elements contained in the given [elements] sequence from this mutable collection.

MutableCollection<T>.minusAssign(elements: Array<T>) { this.removeAll(elements) } * Removes all elements contained in the given [elements] array from this mutable collection.

MutableCollection<T>.retainAll(elements: Array<T>) { this.retainAll(elements) } * Removes only elements of this [MutableCollection] that are also contained in the given [elements] array.

MutableCollection<T>.retainAll(elements: Sequence<T>) { this.retainAll(elements) } * Removes only elements of this [MutableCollection] that are also contained in the given [elements] sequence.

MutableCollection<T>().retainNothing() * Removes all elements from this [MutableCollection] that are also contained in the given [elements] array or sequence.

MutableCollection<T>().retainNothing() * Removes all elements from this [MutableCollection] that are also contained in the given [elements] array or sequence.

T>.removeAll(predicate: (T) -> Boolean) { filterInPlace(predicate, true) } * Removes all elements from this [MutableCollection] that match the given [predicate].

T>.retainAll(predicate: (T) -> Boolean) { filterInPlace(predicate, false) }
MutableIterable<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    var result = false
    with(iterator()) {
        while (hasNext())
            if (predicate(next()) == predicateResultToRemove) {
                remove()
                result = true
            }
    }
    return result
} /* Returns a new list with the elements of this list randomly shuffled * using the specified [random] instance as the source of randomness. */

MutableIterable<T>.shuffled(random: Random): List<T> = toMutableList().apply { shuffled(random) }

MutableList<T>.remove(index: Int): T = removeAt(index)

MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(0)

MutableList<T>.removeFirstOrNull(): T? = if (isEmpty()) null else removeAt(0)

MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(lastIndex)

MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)

MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

MutableIterable<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    var result = false
    with(iterator()) {
        while (hasNext())
            if (predicate(next()) == predicateResultToRemove) {
                remove()
                result = true
            }
    }
    return result
}

MutableList<T>.removeAt(index: Int): T = removeAt(index)

MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(0)

MutableList<T>.removeFirstOrNull(): T? = if (isEmpty()) null else removeAt(0)

MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(lastIndex)

MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)

MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    var result = false
    with(iterator()) {
        while (hasNext())
            if (predicate(next()) == predicateResultToRemove) {
                remove()
                result = true
            }
    }
    return result
}

MutableList<T>.removeAt(index: Int): T = removeAt(index)

MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(0)

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MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)

MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)

MutableIterable<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    var result = false
    with(iterator()) {
        while (hasNext())
            if (predicate(next()) == predicateResultToRemove) {
                remove()
                result = true
            }
    }
    return result
}
delegate.set(reverseElementIndex(index), element) override fun add(index: Int, element: T) {
    delegate.add(reversePositionIndex(index), element) 
}

private fun List<*>.reverseElementIndex(index: Int) =
    if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException("Element index $index must be in range [0..lastIndex].")

private fun List<*>.reversePositionIndex(index: Int) =
    if (index in 0..size) size - index else throw IndexOutOfBoundsException("Position index $index must be in range [0..size].")

/**
 * Returns a reversed read-only view of the original List.
 * All changes made in the original list will be reflected in the reversed one.
 * @sample samples.collections.ReversedViews.asReversedList
 */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a reversed mutable view of the original mutable List.
 * All changes made in the original list will be reflected in the reversed one and vice versa.
 * @sample samples.collections.ReversedViews.asReversedMutableList
 */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")
@file:UseExperimental(ExperimentalTypeInference::class)
import kotlin.coroutines.*
import kotlin.coroutines.intrinsics.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Builds a [Sequence] lazily yielding values one by one.
 * @see kotlin.sequences.generateSequence
 * @sample samples.collections.Sequences.buildSequence
 */
@SinceKotlin("1.3")
public fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence {
    iterator(block) 
}

@SinceKotlin("1.3")
@Deprecated("Use 'sequence { }' function instead.", ReplaceWith("sequence(builderAction)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> buildSequence(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence { iterator(builderAction) }

/**
 * Builds an [Iterator] lazily yielding values one by one.
 * @sample samples.collections.Sequences.buildIterator
 * @sample samples.collections.Iterables.buildIterator
 */
@SinceKotlin("1.3")
public fun <T> iterator(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Iterator<T> {
    val iterator = SequenceBuilderIterator<T>()
    iterator.nextStep = block.createCoroutineUnintercepted(receiver = iterator, completion = iterator)
    return iterator
}

@SinceKotlin("1.3")
@Deprecated("Use 'iterator { }' function instead.", ReplaceWith("iterator(builderAction)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> buildIterator(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Iterator<T> = iterator(builderAction)

/**
 * The scope for yielding values of a [Sequence] or an [Iterator], provides [yield] and [yieldAll] suspension functions.
 * @see sequence
 * @see iterator
 * @sample samples.collections.Sequences.buildSequence
 */
@RestrictsSuspension
@SinceKotlin("1.3")
public abstract class SequenceScope<in T> internal constructor() {
    /**
     * Yields a value to the [Iterator] being built and suspends until the next value is requested.
     */
    @sample samples.collections.Sequences.Building.buildSequence
    public abstract suspend fun yield(value: T)

    /**
     * Yields all values from the `iterator` to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     */
    @sample samples.collections.Sequences.Building.buildSequence
    public abstract suspend fun yieldAll(iterator: Iterator<T>)

    /**
     * Yields all values from the `iterator` to the [Iterator] being built and suspends until all these values are iterated and the next one is requested.
     */
    @sample samples.collections.Sequences.Building.buildSequence
    public abstract suspend fun yieldAll(elements: Iterable<T>)
public suspend fun yieldAll(elements: @SampleIterable<T>) = yieldAll(elements.iterator())

/**
 * Yields potentially infinite sequence of values to the [Iterator]
 * being built and suspends until all these values are iterated and the next one is requested.
 * The sequence can be potentially infinite.
 *
 * @param elements The sequence to read.
 * @param iterator The iterator from which to read elements.
 * @return The iterator that yields the elements.
 */
fun yieldAll(iterator: Iterator<T>): Iterator<T> = yieldAll(iterator.iterator())

// Completion continuation implementation
override fun resumeWith(result: Result<Unit>) = if (result.isSuccess) result.get() else resumeWith(result.exception)
fun partition(
    array: UByteArray, left: Int, right: Int): Int {
    var i = left
    while (i <= right) {
        while (array[i] < pivot)
            i++
    }
    return i
}

fun add(element: T) {
    if (isFull()) {
        throw IllegalStateException("ring buffer is full")
    } else {
        buffer.add(element)
        if (buffer.size >= capacity) {
            buffer = buffer.expanded(maxCapacity - size)
            continue
        }
    }
}

fun removeFirst(n: Int) {
    require(n >= 0) { "n shouldn't be negative but it is $n" }
    require(filledSize <= buffer.size) { "ring buffer filled size should not be larger than the buffer size: $filledSize" }
    val startIndex = startIndex
    val end = startIndex.forward(n)

    if (startIndex > end) {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, start, capacity)
        buffer.fill(null, 0, end)
    }
    if (isFull()) {
        throw IllegalStateException("buffer is full")
    }
    buffer[startIndex.forward(size)] = element
    size++
}

fun isFull() = size == capacity

fun forward(n: Int): Int = (this + n) % capacity

fun removeFirst(n: Int): Int {
    require(n >= 0) { "n shouldn't be negative but it is $n" }
    require(filledSize <= buffer.size) { "ring buffer filled size should not be larger than the buffer size: $filledSize" }
    val startIndex = startIndex
    val end = startIndex.forward(n)

    if (startIndex > end) {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, start, capacity)
        buffer.fill(null, 0, end)
    }
    if (isFull()) {
        throw IllegalStateException("buffer is full")
    }
    buffer[startIndex.forward(size)] = element
    size++
}

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        buffer.fill(null, 0, end)
    }
    if (isFull()) {
        throw IllegalStateException("buffer is full")
    }
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    require(n >= 0) { "n shouldn't be negative but it is $n" }
    require(filledSize <= buffer.size) { "ring buffer filled size should not be larger than the buffer size: $filledSize" }
    val startIndex = startIndex
    val end = startIndex.forward(n)

    if (startIndex > end) {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, start, capacity)
        buffer.fill(null, 0, end)
    }
    if (isFull()) {
        throw IllegalStateException("buffer is full")
    }
    buffer[startIndex.forward(size)] = element
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    val end = startIndex.forward(n)

    if (startIndex > end) {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, start, capacity)
        buffer.fill(null, 0, end)
    }
    if (isFull()) {
        throw IllegalStateException("buffer is full")
    }
    buffer[startIndex.forward(size)] = element
    size++
}

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    require(n >= 0) { "n shouldn't be negative but it is $n" }
    require(filledSize <= buffer.size) { "ring buffer filled size should not be larger than the buffer size: $filledSize" }
    val startIndex = startIndex
    val end = startIndex.forward(n)

    if (startIndex > end) {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, start, capacity)
        buffer.fill(null, 0, end)
    }
    if (isFull()) {
        throw IllegalStateException("buffer is full")
    }
    buffer[startIndex.forward(size)] = element
    size++
}

fun isFull() = size == capacity

fun forward(n: Int): Int = (this + n) % capacity

fun removeFirst(n: Int) {
    require(n >= 0) { "n shouldn't be negative but it is $n" }
    require(filledSize <= buffer.size) { "ring buffer filled size should not be larger than the buffer size: $filledSize" }
    val startIndex = startIndex
    val end = startIndex.forward(n)

    if (startIndex > end) {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, start, capacity)
        buffer.fill(null, 0, end)
    }
    if (isFull()) {
        throw IllegalStateException("buffer is full")
    }
    buffer[startIndex.forward(size)] = element
    size++
}

fun isFull() = size == capacity

fun forward(n: Int): Int = (this + n) % capacity

fun removeFirst(n: Int) {
    require(n >= 0) { "n shouldn't be negative but it is $n" }
    require(filledSize <= buffer.size) { "ring buffer filled size should not be larger than the buffer size: $filledSize" }
    val startIndex = startIndex
    val end = startIndex.forward(n)

    if (startIndex > end) {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, start, capacity)
        buffer.fill(null, 0, end)
    }
    if (isFull()) {
        throw IllegalStateException("buffer is full")
    }
    buffer[startIndex.forward(size)] = element
    size++
}

fun isFull() = size == capacity

fun forward(n: Int): Int = (this + n) % capacity

fun removeFirst(n: Int) {
    require(n >= 0) { "n shouldn't be negative but it is $n" }
    require(filledSize <= buffer.size) { "ring buffer filled size should not be larger than the buffer size: $filledSize" }
    val startIndex = startIndex
    val end = startIndex.forward(n)

    if (startIndex > end) {
        buffer.fill(null, 0, end)
    } else {
        buffer.fill(null, start, capacity)
        buffer.fill(null, 0, end)
    }
    if (isFull()) {
        throw IllegalStateException("buffer is full")
    }
    buffer[startIndex.forward(size)] = element
    size++
}
while (array[j] > pivot) \n    j--
if (i <= j) \n    val tmp = array[i] \n    array[i] = array[j] \n    array[j] = tmp
i++

quickSort(array, left, index - 1) \n    if (index < right) \n        quickSort(array, index, right) \n}

@ExperimentalUnsignedTypes
private fun quickSort(
    array: UByteArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// UShortArray
=============================================================================

@ExperimentalUnsignedTypes
private fun partition(
    array: UShortArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(
    array: UShortArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// UIntArray
=============================================================================

@ExperimentalUnsignedTypes
private fun partition(
    array: UIntArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(
    array: UIntArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// ULongArray
=============================================================================

@ExperimentalUnsignedTypes
private fun partition(
    array: ULongArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(
    array: ULongArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

Interfaces

ประโยชน์ต่อการใช้งานของ functi

中秋节快乐！
* Describes a situation when a function returns normally, without any exceptions thrown.

Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.

```
@sample samples.contracts.returnsContract
@ContractsDsl public fun returns(): Returns
// @sample samples.contracts.returnsFalseContract
@ContractsDsl public fun returns(value: Any?): Returns
// @sample samples.contracts.returnsNotNullContract
@ContractsDsl public fun returnsNotNull(): ReturnsNotNull
```

* The possible values of [value] are limited to 'true', 'false' or 'null'.

Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.

```
@sample samples.contracts.callsInPlaceAtMostOnceContract
@ContractsDsl public fun callsInPlaceAtMostOnce(lam:\ R -> 
    InvocationKind = InvocationKind.AT_MOST_ONCE)
```

* Specifies that the function parameter [lam] is invoked one time or not invoked at all.

```
@sample samples.contracts.callsInPlaceAtLeastOnceContract
@ContractsDsl public fun callsInPlaceAtLeastOnce(lam:\ R -> 
    InvocationKind = InvocationKind.AT_LEAST_ONCE)
```

* A function parameter will be invoked one or more times.

```
@sample samples.contracts.callsInPlaceExactlyOnceContract
@ContractsDsl public fun callsInPlaceExactlyOnce(lam:\ R -> 
    InvocationKind = InvocationKind.EXACTLY_ONCE)
```

* A function parameter will be invoked exactly one time.

```
@sample samples.contracts.callsInPlaceUnknownContract
@ContractsDsl public fun callsInPlaceUnknown(lam:\ R -> 
    InvocationKind = InvocationKind.UNKNOWN)
```

* A function parameter is called in place, but it's unknown how many times it can be called.

```
@sample samples.contracts.callsInPlaceUnknownContract
@ContractsDsl public fun callsInPlaceUnknown(lam:\ R -> 
    InvocationKind = InvocationKind.UNKNOWN)
```

* Specifies the contract of a function.

```
@sample samples.contracts.callsInPlaceAtMostOnceContract
@ContractsDsl public fun callsInPlaceAtMostOnce(lam:\ R -> 
    InvocationKind = InvocationKind.AT_MOST_ONCE)
```

* A function parameter will be invoked one time or not invoked at all.

```
@sample samples.contracts.callsInPlaceAtLeastOnceContract
@ContractsDsl public fun callsInPlaceAtLeastOnce(lam:\ R -> 
    InvocationKind = InvocationKind.AT_LEAST_ONCE)
```

* A function parameter will be invoked one or more times.

```
@sample samples.contracts.callsInPlaceExactlyOnceContract
@ContractsDsl public fun callsInPlaceExactlyOnce(lam:\ R -> 
    InvocationKind = InvocationKind.EXACTLY_ONCE)
```

* A function parameter will be invoked exactly one time.

```
@sample samples.contracts.callsInPlaceUnknownContract
@ContractsDsl public fun callsInPlaceUnknown(lam:\ R -> 
    InvocationKind = InvocationKind.UNKNOWN)
```

* A function parameter is called in place, but it's unknown how many times it can be called.

```
@sample samples.contracts.callsInPlaceUnknownContract
@ContractsDsl public fun callsInPlaceUnknown(lam:\ R -> 
    InvocationKind = InvocationKind.UNKNOWN)
```

* Specifies the contract of a function.

```
@sample samples.contracts.callsInPlaceAtMostOnceContract
@ContractsDsl public fun callsInPlaceAtMostOnce(lam:\ R -> 
    InvocationKind = InvocationKind.AT_MOST_ONCE)
```

* A function parameter will be invoked one time or not invoked at all.

```
@sample samples.contracts.callsInPlaceAtLeastOnceContract
@ContractsDsl public fun callsInPlaceAtLeastOnce(lam:\ R -> 
    InvocationKind = InvocationKind.AT_LEAST_ONCE)
```

* A function parameter will be invoked one or more times.

```
@sample samples.contracts.callsInPlaceExactlyOnceContract
@ContractsDsl public fun callsInPlaceExactlyOnce(lam:\ R -> 
    InvocationKind = InvocationKind.EXACTLY_ONCE)
```

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```
@sample samples.contracts.callsInPlaceUnknownContract
@ContractsDsl public fun callsInPlaceUnknown(lam:\ R -> 
    InvocationKind = InvocationKind.UNKNOWN)
```

* A function parameter is called in place, but it's unknown how many times it can be called.

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@sample samples.contracts.callsInPlaceUnknownContract
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* A function parameter will be invoked one time or not invoked at all.

```
@sample samples.contracts.callsInPlaceAtLeastOnceContract
@ContractsDsl public fun callsInPlaceAtLeastOnce(lam:\ R -> 
    InvocationKind = InvocationKind.AT_LEAST_ONCE)
```

* A function parameter will be invoked one or more times.
its implementation delegates [get][CoroutineContext.Element.get] and
[minusKey][CoroutineContext.Element.minusKey] to [getPolymorphicElement] and [minusPolymorphicKey] respectively.
* [ContinuationInterceptor] subtypes can be extracted from the coroutine context using either
[ContinuationInterceptor.Key] or subtype key if it extends [AbstractCoroutineContextKey].
* An @SinceKotlin("1.3") public interface ContinuationInterceptor : CoroutineContext.Element { /*
The key that defines *the* context interceptor.
* companion object Key :
CoroutineContext.Key<ContinuationInterceptor> */
* Returns continuation that wraps the original [continuation], thus intercepting all resumptions.
* This function is invoked by coroutines framework when needed and the resulting continuations are
* cached internally per each instance of the original [continuation].
* This function may simply return original [continuation] if it does not want to intercept this particular
continuation. When the original [continuation] completes, coroutine framework invokes
[releaseInterceptedContinuation] with the resulting continuation if it was intercepted, that is if
`interceptContinuation` had previously
* returned a different continuation instance.
* public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T> */
* Invoked for the continuation instance returned by [interceptContinuation] when the original
* continuation completes and will not be used anymore. This function is invoked only if [interceptContinuation] had returned a

different continuation instance from the one it was invoked with.
* Default implementation does nothing.
* A parameter is added to continue
* @param context instance returned by this interceptor's [interceptContinuation] invocation.
* public fun releaseInterceptedContinuation(continuation: Continuation<*>) { /*
   do nothing by default */
      // getPolymorphicKey specialized for ContinuationInterceptor key

@OptIn(ExperimentalStdlibApi::class)
if (key is AbstractCoroutineContextKey<*>) {
    return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null
} else {
    return if (ContinuationInterceptor === key) this as E
    else null
}
override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext {
    // minusPolymorphicKey specialized for ContinuationInterceptor key

@OptIn(ExperimentalStdlibApi::class)
if (key is AbstractCoroutineContextKey<*>) {
    return if (key.isSubKey(this.key)) & key.tryCast(this) != null
    EmptyCoroutineContext else this
} else {
    return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
}
}

Persistent context for the coroutine. It is an indexed set of [Element] instances.
* An indexed set is a mix between a set and a map.
* Every element in this set has a unique [Key].
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@SinceKotlin("1.3")
@ExperimentalStdlibApi
public abstract class AbstractCoroutineContextKey<B : Element, E : B>(
    baseKey: Key<B>,
    private val safeCast: (element: Element) -> E?
) : Key<E> {
    private val topmostKey: Key<*> = if (baseKey is AbstractCoroutineContextKey<*, *>) baseKey.topmostKey else baseKey

    internal fun tryCast(element: Element): E? = safeCast(element)
    internal fun isSubKey(key: Key<*>): Boolean = key === this || topmostKey === key
}

/**
 * Returns the current element is it is associated with the given [key] in a polymorphic manner or `null` otherwise.
 * This method returns non-null value if either [Element.key] is equal to the given [key] or if the [key] is associated
 * with [Element.key] via [AbstractCoroutineContextKey].
 * See [AbstractCoroutineContextKey] for the example of usage.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Element.minusPolymorphicKey(key: Key<*>): CoroutineContext
     /* * @param B base class of a polymorphic element
 * @param baseKey an instance of base key
 * @param E element type associated with the current key
 * @param safeCast a function that can safely cast
 *                 abstract [CoroutineContext.Element] to the concrete [E] type
 *                 and return the element if it is a subtype
 *                 of [E] or 'null' otherwise.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <E : Element> get(key: Key<E>): E?
    @Suppress("UNCHECKED_CAST")
    if (this.key == key) this as E else null

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <R> fold(initial: R, operation: (R, Element) -> R): R
    @Suppress("UNCHECKED_CAST")
    if (this.key == key) this as R else fold(operation(initial, this))

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun minusKey(key: Key<*>): CoroutineContext
    if (this.key == key) EmptyCoroutineContext else this

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 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("UNCHECKED_CAST")
public abstract class AbstractCoroutineContextElement(public override val key: Key<*>) : Element

/**
 * Companion object Key : CoroutineContext.Key
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
private class EmptyCoroutineContext : CoroutineContext
CoroutineContext {\n  if (key is AbstractCoroutineContextKey<*>) {\n    return if (key.isSubKey(this.key) \n    &\& key.tryCast(this) != null) EmptyCoroutineContext else this\n          }\n  return if (this.key == key) EmptyCoroutineContext else this\n} \n
An empty coroutine context.

private final class EmptyCoroutineContext : CoroutineContext, Serializable {\n  private const val serialVersionUID: Long = 0\n  private fun readResolve(): Any = EmptyCoroutineContext\n  public override fun <E : Element> get(key: Key<E>): E? = null\n  public override fun <R> fold(initial: R, operation: (R, Element) -> R): R = initial\n  public override fun plus(context: CoroutineContext): CoroutineContext = context\n  public override fun override fun minusKey(key: Key<*>)\n    override fun plus(context: CoroutineContext): CoroutineContext = context
    override fun minusKey(key: Key<*>)

    // this class is not exposed, but is hidden inside implementations
    // this is a left-biased list, so that `plus` works
    @file:kotlin.jvm.JvmName("IntrinsicsKt")
    @file:kotlin.jvm.JvmMultifileClass
    package kotlin.coroutines.*
}

import kotlin.coroutines.*
import kotlin.internal.InlineOnly

/**
 * Obtains the
 */

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

package
invocation context is established.

*Note that it is not recommended to call either [Continuation.resume] nor
[Continuation.resumeWithException] functions synchronously in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current continuation instance.

*/
@SinceKotlin("1.3")
@InlineOnly
@Suppress("UNUSED_PARAMETER","RedundantSuspendModifier")
public suspend inline fun <T>
    suspendCoroutineUninterceptedOrReturn(crossinline block: (Continuation<T>) -> Any?): T =
    throw
    NotImplementedException("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")

/**
 * This value is used as a return value of [suspendCoroutineUninterceptedOrReturn] `block` argument to state that
 * the execution was suspended and will not return any result immediately.
 * **Note: this value should not be used in general code.** Using it outside of the context of `suspendCoroutineUninterceptedOrReturn` function return value (including, but not limited to, storing this value in other properties, returning it from other functions, etc.) can lead to unspecified behavior of the code.
 */
// It is implemented as property with getter to avoid ProGuard <clinit> problem with multifile IntrinsicsKt class
@SinceKotlin("1.3")
public val
    COROUTINE_SUSPENDED: Any get() = CoroutineSingletons.COROUTINE_SUSPENDED

// Using enum
@SinceKotlin("1.3")
@PublishedApi // This class is Published API via serialized representation of SafeContinuation, don't rename/move\nenum class CoroutineSingletons { COROUTINE_SUSPENDED, UNDECIDED, RESUMED }

/package kotlin.experimental

/**
 * The experimental marker for type inference augmenting annotations.
 * Any usage of a declaration annotated with
 * `@ExperimentalTypeInference` must be accepted either by
 * by using the compiler argument `-Xopt-in=kotlin.experimental.ExperimentalTypeInference`
 * The experimental marker for type inference augmenting annotations.
 */
@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.ERROR)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@Target(A�notationTarget.ANNOTATION_CLASS)
@SinceKotlin("1.3")
public annotation class
ExperimentalTypeInference

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  license/LICENSE.txt file.
* 

package kotlin.internal

//
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 * license/LICENSE.txt file.
 */

package kotlin.internal

/**
 * Specifies that the corresponding type should be ignored during type inference.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class NoInfer

/**
 * Specifies that the constraint built for the type during type inference should be an equality one.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class Exact

/**
 * Specifies that a corresponding member has the lowest priority in overload resolution.
 */
@Target(AnnotationTarget.FUNCTION,
    AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class LowPriorityInOverloadResolution

/**
 * Specifies that the constraint built for the type during type inference should be an equality one.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class NoInfer

/**
 * Specifies that the corresponding member has the highest priority in overload resolution. Effectively this means that an extension annotated with this annotation will win in overload resolution over a member with the same signature.
 */
@Target(AnnotationTarget.FUNCTION,
    AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class HidesMembers

/**
 * The value of this type parameter should be mentioned in input types (argument types, receiver type or expected type).
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
internal annotation class OnlyInputTypes

/**
 * Specifies that this function should not be called directly without inlining.
 */
@Target(AnnotationTarget.FUNCTION,
    AnnotationTarget.PROPERTY,
    AnnotationTarget.PROPERTY_GETTER,
    AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class InlineOnly

/**
 * Specifies that this declaration can have dynamic receiver type.
 */
@Target(AnnotationTarget.FUNCTION,
    AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class DynamicExtension

/**
 * The value of this parameter should be a property reference expression (this::foo), referencing a ‘lateinit’ property.
 */
@Target(AnnotationTarget.VALUE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class AccessibleLateinitPropertyLiteral

/**
 * Specifies that this declaration is only completely supported since the specified version.
 * The Kotlin compiler of an earlier version is going to report a diagnostic on usages of this declaration.
 * The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might not be immediately clear to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR mean that either a warning or an error is going to be reported, HIDDEN means that the declaration is going to be removed from resolution completely.
 */
@Target(AnnotationTarget.CLASS,
    AnnotationTarget.FUNCTION,
    AnnotationTarget.PROPERTY,
    AnnotationTarget.CONSTRUCTOR,
    AnnotationTarget.TYPEALIAS)
@Retention(AnnotationRetention.SOURCE)
@Repeatable
@SinceKotlin("1.2")
internal annotation class RequireKotlin(
    val version: String,
    val message: String = "",
    val level: DeprecationLevel = DeprecationLevel.ERROR,
    val versionKind: RequireKotlinVersionKind = RequireKotlinVersionKind.LANGUAGE_VERSION,
    val errorCode: Int = -1
)

/**
 * The kind of the
version that is required by [RequireKotlin].

```kotlin
@SinceKotlin("1.2")
internal enum class RequireKotlinVersionKind {
    LANGUAGE_VERSION,
    COMPILER_VERSION,
    API_VERSION,
}
```

```kotlin
/**
 * Specifies that this declaration is a part of special DSL, used for constructing
 * function's contract.
 */
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class ContractsDsl
```

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 * license/LICENSE.txt file.
 */

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Standard property delegates.
 * @public object Delegates {
 * @internal enum class
 */

private class NotNullVar<T : Any>() : ReadWriteProperty<Any?, T> {
    private var value: T? = null

    public override fun getValue(thisRef: Any?, property: KProperty<*>): T {
        return value
    }

    public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {
        this.value = value
    }
}

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 */

package kotlin.properties

import kotlin.reflect.KProperty

/**
 * Implements the core logic of a property delegate for a read/write property that calls callback functions when changed.
 * @param initialValue the initial value of the property.
 * @param onChange the callback which is called before a change to the property value is attempted.
 * The value of the property hasn't been changed yet, when this callback is invoked.
 * @param beforeChange the callback which is called before a change to the property value is attempted.
 * The value of the property hasn't been changed yet, when this callback is invoked.
 * The callback returns 'true' the value of the property is being set to the new value,
 * and if the callback returns 'false' the new value is discarded and the property remains its old value.
 * @param afterChange the callback which is called after the change of the property is made. The value of the property
 * has already been changed when this callback is invoked.
 * @param beforeChange the callback which is called before a change to the property value is attempted.
 * The value of the property hasn't been changed yet, when this callback is invoked.
 * The callback returns 'true' the value of the property is being set to the new value,
 * and if the callback returns 'false' the new value is discarded and the property remains its old value.
 * @param afterChange the callback which is called after the change of the property is made. The value of the property
 * has already been changed when this callback is invoked.
 */

```
/**
 * Gets the next random [Double] value uniformly distributed between 0 (inclusive) and 1 (exclusive).
 */
public open fun nextDouble(): Double = nextBits(52) / 0x100000000

    /**
     * Gets the next random [Boolean] value.
     */
    public open fun nextBoolean(): Boolean = nextBits(1) != 0

    val rnd = nextLong()
    if (rnd in from until until) return rnd
    }
}
    }

    /**
     * Gets the next random `Long` from the random number generator less than the specified [until] bound.
     */
    public open fun nextLong(from: Long, until: Long): Long {
        checkRangeBounds(from, until)
        val n = until - from
        if (n > 0 || n == Int.MIN_VALUE) {
            val rnd = if (n and -n == n) {
                val nLow = n.toInt()
                val nHigh = (n ushr 32).toInt()
                rnd = when {
                    nLow != 0 -> {
                        val bitCount = fastLog2(nLow)
                        nextBits(bitCount)
                    }
                    else -> {
                        val bitCount = fastLog2(n)
                        nextBits(bitCount).toLong() and 0xFFFF_FFFF
                    }
                } + nextInt().toLong().shl(32) + nextInt()
            }
                }
            } else {
                var v: Int
                do {
                    val bits = nextInt().ushr(1)
                    v = bits % n
                } while (bits - v + (n - 1) < 0)
                v

            }
        }
    }

    /**
     * Gets the next random non-negative `Long` from the random number generator less than the specified [until] bound.
     */
    public open fun nextLong(0, until: Long): Long = nextInt(0, until) / 0x100000000

    /**
     * Gets the next random `Long` from the random number generator in the specified range.
     */
    public open fun nextLong(from: Long, until: Long): Long = nextInt(from, until) / 0x100000000

    /**
     * Gets the next random non-negative `Int` from the random number generator less than the specified [until] bound.
     */
    public open fun nextInt(0, until: Int): Int = nextBits(32) / 0x100000000

    /**
     * Gets the next random `Int` from the random number generator.
     */
    public open fun nextInt(): Int = nextBits(32) / 0x100000000

    /**
     * Gets the next random non-negative `Int` from the random number generator.
     */
    public open fun nextInt(0): Int = nextBits(32) / 0x100000000

    /**
     * Gets the next random non-negative `Int` from the random number generator less than the specified [until] bound.
     */
    public open fun nextInt(from: Int, until: Int): Int {
        checkRangeBounds(from, until)
        val n = until - from
        if (n > 0 || n == Int.MIN_VALUE) {
            val rnd = if (n and -n == n) {
                val nLow = n.toInt()
                val nHigh = (n ushr 32).toInt()
                rnd = when {
                    nLow != 0 -> {
                        val bitCount = fastLog2(nLow)
                        nextBits(bitCount)
                    }
                    else -> {
                        val bitCount = fastLog2(n)
                        nextBits(bitCount).toLong() and 0xFFFF_FFFF
                    }
                } + nextInt().toLong().shl(32) + nextInt()
            }
                }
            } else {
                var v: Int
                do {
                    val bits = nextInt().ushr(1)
                    v = bits % n
                } while (bits - v + (n - 1) < 0)
                v

            }
        }
    }

    /**
     * Gets the next random [Boolean] value.
     */
    public open fun nextBoolean(): Boolean = nextBits(1) != 0

    /**
     * Gets the next random [Double] value uniformly distributed between 0 (inclusive) and 1 (exclusive).
     */
    public open fun nextDouble(): Double = nextBits(52) / 0x100000000

    /**
     * Gets the next random `Boolean` value.
     */
    public open fun nextBoolean(): Boolean = nextBits(1) != 0

    val rnd = nextLong()
    if (rnd in from until until) return rnd
    }
}
    }

    /**
     * Gets the next random `Int` from the random number generator in the specified range.
     */
    public open fun nextInt(from: Long, until: Long): Long = nextInt(0, until) / 0x100000000

    /**
     * Gets the next random `Int` from the random number generator.
     */
    public open fun nextInt(): Int = nextBits(32) / 0x100000000

    /**
     * Gets the next random non-negative `Int` from the random number generator.
     */
    public open fun nextInt(0): Int = nextBits(32) / 0x100000000

    /**
     * Gets the next random non-negative `Int` from the random number generator less than the specified [until] bound.
     */
    public open fun nextInt(from: Int, until: Int): Int {
        checkRangeBounds(from, until)
        val n = until - from
        if (n > 0 || n == Int.MIN_VALUE) {
            val rnd = if (n and -n == n) {
                val nLow = n.toInt()
                val nHigh = (n ushr 32).toInt()
                rnd = when {
                    nLow != 0 -> {
                        val bitCount = fastLog2(nLow)
                        nextBits(bitCount)
                    }
                    else -> {
                        val bitCount = fastLog2(n)
                        nextBits(bitCount).toLong() and 0xFFFF_FFFF
                    }
                } + nextInt().toLong().shl(32) + nextInt()
            }
                }
            } else {
                var v: Int
                do {
                    val bits = nextInt().ushr(1)
                    v = bits % n
                } while (bits - v + (n - 1) < 0)
                v

            }
        }
    }

    /**
     * Gets the next random [Boolean] value.
     */
    public open fun nextBoolean(): Boolean = nextBits(1) != 0

    /**
     * Gets the next random [Double] value uniformly distributed between 0 (inclusive) and 1 (exclusive).
     */
    public open fun nextDouble(): Double = nextBits(52) / 0x100000000

public open fun nextDouble(): Double = doubleFromParts(nextBits(26), nextBits(27)) /* \* Generates a Double random value uniformly distributed between 0 (inclusive) and [until] (exclusive). \*/

/**
 * Gets the next random non-negative Double from the random number generator less than the specified [until] bound.
 * @throws IllegalArgumentException if [until] is negative or zero.
 */

public open fun nextDouble(until: Double): Double = Double = nextDouble(0.0, until)

/**
 * Gets the next random Double from the random number generator in the specified range.
 * @throws IllegalArgumentException if [from] and [until] must be finite otherwise the behavior is unspecified.
 * @throws IllegalArgumentException if [from] is greater than or equal to [until].
 */

public open fun nextDouble(from: Double, until: Double): Double {

        val size = until - from
        val r = if (size.isInfinite() && from.isFinite() && until.isFinite()) {
            val r1 = nextDouble() * (until / 2 - from / 2)
            from + r1 + r1
        } else {
            from + nextDouble() * size
        }
        return if (r >= until) until.nextDown() else r
    }

/**
 * Gets the next random Float value uniformly distributed between 0 (inclusive) and 1 (exclusive).
 */

open fun nextFloat(): Float = nextBits(24) / (1 shl 24).toFloat()

/**
 * Fills a subrange of the specified byte array starting from [fromIndex] inclusive and ending [toIndex] exclusive
 * with random bytes.
 * @return array with the subrange filled with random bytes.
 */

fun nextBytes(array: ByteArray, fromIndex: Int = 0, toIndex: Int = array.size): ByteArray {

        val steps = (toIndex - fromIndex) / 4

        var position = fromIndex
        repeat(steps) {
            val v = nextInt()
            array[position] = v.toByte()
            array[position + 1] = v.ushr(8).toByte()
            array[position + 2] = v.ushr(16).toByte()
            array[position + 3] = v.ushr(24).toByte()
            position += 4
        }

        val remainder = toIndex - position
        val vr = nextBits(remainder * 8)
        for (i in 0 until remainder) {
            array[position + i] = vr.ushr(i * 8).toByte()
        }

        return array
    }

/**
 * Fills the specified byte array with random bytes and returns it.
 * @return Byte array filled with random bytes.
 */

fun nextBytes(size: Int): ByteArray = nextBytes(ByteArray(size))

/**
 * Creates a byte array of the specified size, filled with random bytes.
 * @return array with random bytes.
 */

fun nextBytes(array: ByteArray): ByteArray = nextBytes(array)

/**
 * The default random number generator.
 * On JVM this generator is thread-safe, its methods can be invoked from multiple threads.
 */

fun Companion: Random() {

    @Suppress("DEPRECATION_ERROR")
}

fun Companion(): Random() {

    return Companion
}
specified \[\text{range}\]: \(\text{from} \text{'range.start'} \text{inclusive} \text{to} \text{'range.endInclusive'} \text{inclusive}\). \(\text{assert} @\text{Throws}\) IllegalArgumentException if \(\text{range}\) is empty. \(\text{assert范围内}@\text{SinceKotlin}(\text{'1.3.'})\)\(\text{assert范围内}@\text{ExperimentalUnsignedTypes}\)\(\text{public}\)\(\text{Random.nextUInt\(\text{range}\): UIntRange})\(\text{Universal} = \text{when}(\{(\text{\text{range}\text{.isEmpty\()}) \rightarrow \text{throw IllegalArgumentException(\text{\"Cannot get random in empty range: $range\"})}\}

IllegalArgumentException if \(\text{if\{\text{range\text{.isEmpty\()}) \rightarrow \text{throw IllegalArgumentException(\text{\"Cannot get random in empty range: $range\"})}\}

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```kotlin
package kotlin.ranges

/**
 * Represents a range of \[Comparable\] values.
 */
private open class ComparableRange<T : Comparable<T>>(
    override val start: T,
    override val endInclusive: T
) : ClosedRange<T> {

    override fun equals(other: Any?): Boolean {
        return other is ComparableRange<*> && (isEmpty() && other.isEmpty() ||
                start == other.start && endInclusive == other.endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override fun toString(): String = "$start..$endInclusive"
}

/**
 * Creates a range from this \[Comparable\] value to the
 * specified \[that\] value.
 * @sample samples.ranges.Ranges.rangeFromComparable
 */
public operator fun <T : Comparable<T>> T.rangeTo(that: T): ClosedRange<T> = ComparableRange(this, that)

/**
 * Represents a range of floating point numbers.
 * Extends \[ClosedRange\] interface providing custom operation
 * \[lessThanOrEquals\] for comparing values of range domain type.
 * This interface is implemented by floating
 * point ranges returned by \[Float.rangeTo\] and \[Double.rangeTo\] operators to achieve IEEE-754 comparison order
 * instead of total order of floating point numbers.
 * @SinceKotlin("1.1")
 */
@SinceKotlin("1.1")
public interface ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {
    override fun contains(value: T): Boolean = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true
     * if first is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean
}

/**
 * A closed range of values of type `Double`.
 * Numbers are compared with the ends of this range according to
 * IEEE-754 instead of total order.
 */
private class ClosedDoubleRange(
    start: Double,
    endInclusive: Double
) : ClosedFloatingPointRange<Double> {
    private val _start = start
    private val _endInclusive = endInclusive

    override val start: Double get() = _start
    override val endInclusive: Double get() = _endInclusive

    override fun lessThanOrEquals(a: Double, b: Double): Boolean = a <= b

    override fun contains(value: Double): Boolean = value >= _start && value <= _endInclusive
    override fun isEmpty(): Boolean = !_start <= _endInclusive

    override fun equals(other: Any?): Boolean {
        return other is ClosedDoubleRange && (isEmpty() &&
                _start == other._start && _endInclusive == other._endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
    }

    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this \[Double\] value to the specified \[that\] value.
 * Numbers are compared with the ends of this range according to
 * IEEE-754 instead of total order.
 * @sample samples.ranges.Ranges.rangeFromDouble
 */
@SinceKotlin("1.1")
public operator fun Double.rangeTo(that: Double): ClosedFloatingPointRange<Double> = ClosedDoubleRange(this, that)
```

fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
    }

    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this [Float] value to the specified [that] value.
 * Always returns 'false' if the [element] is 'null'.
 */
@SinceKotlin("1.3")
public operator fun Float.rangeTo(that: Float): ClosedFloatingPointRange<Float> = ClosedFloatRange(this, that)

/**
 * Returns `true` if this iterable range contains the specified [element].
 * This is an experimental function that behaves as a similar function from kotlin.reflect.full on JVM.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmName("KClasses\")
@file:Suppress("UNCHECKED_CAST")

package kotlin.reflect

/**
 * Casts the given [value] to the class represented by this [KClass] object.
 * Throws an exception if the value is `null` or if it is not an instance of this class.
 * This is an experimental function that behaves as a similar function from kotlin.reflect.full on JVM.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmName("StringsKt\")

package kotlin.text

/**
 * Returns a runtime representation of the given reified type [T] as an instance of [KType].
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("StringsKt\")

package kotlin.text

/**
 * Returns `true` if this iterable range contains the specified [element].
 */
@file:kotlin.jvm.JvmName("KClasses\")
@file:Suppress("UNCHECKED_CAST")

package kotlin.reflect

/**
 * Casts the given [value] to the class represented by this [KClass] object.
 * Returns 'false' if the [element] is 'null'.
 * This is an experimental function that behaves as a similar function from kotlin.reflect.full on JVM.
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 */
@file:kotlin.jvm.JvmName("StringsKt\")

package kotlin.text

/**
 * Returns `true` if this iterable range contains the specified [element].
 */
@file:kotlin.jvm.JvmName("KClasses\")
@file:Suppress("UNCHECKED_CAST")

package kotlin.reflect

/**
 * Casts the given [value] to the class represented by this [KClass] object.
 * Returns 'false' if the [element] is 'null'.
 * This is an experimental function that behaves as a similar function from kotlin.reflect.full on JVM.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmName("StringsKt\")

package kotlin.text

/**
 * Returns `true` if this iterable range contains the specified [element].
 */
@file:kotlin.jvm.JvmName("KClasses\")
@file:Suppress("UNCHECKED_CAST")

package kotlin.reflect
sequence from which a subsequence is appended. If [value] is `null` then characters are appended as if [value] contained the four characters `\n'null\n'`. @param startIndex the beginning (inclusive) of the subsequence to append. @param endIndex the end (exclusive) of the subsequence to append. @returns IndexOutOfBoundsException or IllegalArgumentException when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.

@sinceKotlin("1.3")
@experimentalStdlibApi
public fun <T : Appendable> T.appendRange(value: CharSequence?, startIndex: Int, endIndex: Int): T {
    @Suppress("UNCHECKED_CAST")
    return append(value, startIndex, endIndex) as T
}

/**
 * Appends all arguments to the given [Appendable].
 */
public fun <T : Appendable> T.append(vararg value: CharSequence?): T {
    for (item in value)
        append(item)
    return this
}


internal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {
    when {
        transform != null -> append(transform(element))
        element is CharSequence? -> append(element)
        element is Char -> append(element)
        else ->
            append(element.toString())
    }
}


/**
 * Concatenates this Char and a String.
 */
@kotlin.internal.InlineOnly
public inline operator fun Char.plus(other: String): String = this.toString() + other

/**
 * Returns `true` if this character is equal to the [other] character, optionally ignoring character case.
 * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.
 * Two characters are considered the same ignoring case if at least one of the following is `true`:
 *   - The two characters are the same (as compared by the == operator)
 *   - Applying the method [toUpperCase] to each character produces the same result
 *   - Applying the method [toLowerCase] to each character produces the same result
 * @sample samples.text.Chars.equals
 */
public fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {
    if (this == other) return true
    if (!ignoreCase) return false

    if (this.toUpperCase() == other.toUpperCase()) return true
    if (this.toLowerCase() == other.toLowerCase()) return true
    return false
}

/**
 * Returns `true` if this character is a Unicode surrogate code unit.
 */
public fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE


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 */

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

package kotlin.text

/**
 * Trims leading whitespace characters followed by [marginPrefix] from every line of a source string and removes
 * the first and the last lines if they are blank (notice difference blank vs empty).
 * Doesn't affect a line if it doesn't contain [marginPrefix] except the first and the last blank lines.
 * Doesn't preserve the original line endings.
 * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `|` (pipe character).
 * @sample samples.text.Strings.trimMargin
 * @see trimIndent
 * @see kotlin.text.isWhitespace
 */
public fun String.trimMargin(marginPrefix: String = "|"):
    replaceIndentByMargin("", marginPrefix)

/**
 * Detects indent by [marginPrefix] as it does [trimMargin] and replace it with [newIndent].
 * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `|` (pipe character).
 */
public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = "|"):
    String {\n        require(marginPrefix.isNotEmpty()) { "marginPrefix must be non-blank string.\n        val lines = lines()\n        return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line ->\n            val firstNonWhiteSpaceIndex = line.indexOfFirst { !it.isWhitespace() }\n            when {\n                firstNonWhiteSpaceIndex == -1 -> null\n                line.startsWith(marginPrefix, firstNonWhiteSpaceIndex) -> line.substring(firstNonWhiteSpaceIndex + marginPrefix.length)\n                else -> null\n            }\n        })\n        return newIndent * line.size
    }


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 */

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

package kotlin.text

/**
 * Detects a common minimal indent of all the input lines, removes it from every line and also removes the first and the last\n * lines if they are blank (notice difference blank vs empty).
 * @param marginPrefix non-blank string, which is used as a margin delimiter. Default is `|` (pipe character).
 * @sample samples.text.Strings.trimMargin
 * @see trimIndent
 * @see kotlin.text.isWhitespace
 */
public fun String.removeIndentByMargin(marginPrefix: String = "|"):
    replaceIndentByMargin("", marginPrefix)

/**
 * Detects indent by [marginPrefix] as it does [trimMargin] and replace it with [newIndent].
 */
public fun String.replaceIndentByMargin(newIndent: String = "", marginPrefix: String = "|"):
    String {\n        require(marginPrefix.isNotEmpty()) { "marginPrefix must be non-blank string.\n        val lines = lines()\n        return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line ->\n            val firstNonWhiteSpaceIndex = line.indexOfFirst { !it.isWhitespace() }\n            when {\n                firstNonWhiteSpaceIndex == -1 -> null\n                line.startsWith(marginPrefix, firstNonWhiteSpaceIndex) -> line.substring(firstNonWhiteSpaceIndex + marginPrefix.length)\n                else -> null\n            }\n        })\n        return newIndent * line.size
    }


whitespace characters (no indent at all) then the\n * common indent is 0, and therefore this function doesn't change
 the indentation.\n * Does't preserve the original line endings.\n * @sample
 samples.text.Strings.trimIndent\n * @see trimMargin\n * @see kotlin.text.isBlank\n */
public fun String.trimIndent(): String = replaceIndent("\")

/**
 * Detects a common minimal indent like it does
 [trimIndent] and replaces it with the specified [newIndent].\n */
public fun String.replaceIndent(newIndent: String = ""): String {
    val lines = lines()

    val minCommonIndent = lines
        .filter(String::isNotBlank)
        .map(String::indentWidth)
        .min() ?: 0

    return lines.reindent(length + newIndent.length * lines.size, getIndentFunction(newIndent), { line -> line.drop(minCommonIndent) })
}

/**
 * Prepends [indent] to every
 * line of the original string.\n * @sample
 samples.text.Strings.trimIndent\n * @see trimMargin
 * @see kotlin.text.isBlank
 */
public fun StringprependIndent(indent: String = "    "): String =
    lineSequence()
        .map {
            when {
                it.isBlank() -> {
                    when {
                        it.length < indent.length -> indent
                        else -> it
                    }
                }
                else -> indent + it
            }
        }
        .joinToString("\n")

private fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }

private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { line: String -> line }
    else -> { line: String -
    > indent + line }
}

private inline fun List<String>.reindent(
    resultSizeEstimate: Int,
    indentAddFunction: (String) -> String,
    indentCutFunction: (String) -> String?
): String {
    val lastIndex = lastIndex
    return
        mapIndexedNotNull { index, value ->
            if ((index == 0 || index == lastIndex) && value.isBlank())
                null
            else
                indentCutFunction(value)?.let(indentAddFunction) ?: value
        }

        .joinTo(StringBuilder(resultSizeEstimate), "\n")
        .toString()
/**
 * The character &x2248;
 * public const val almostEqual: Char = \u2248
 */
/** The character &x2260;
 * public const val notEqual: Char = \u2260
 */
/** The character &x2264;
 * public const val lessOrEqual: Char = \u2264
 */
/** The character &x2265;
 * public const val greaterOrEqual: Char = \u2265
 */

package kotlin.text

/**
 * Represents a collection of captured groups in a single match of a regular
 * expression. * This collection has size of `groupCount + 1` where `groupCount` is the count of groups in the
 * regular expression. * Groups are indexed from 1 to `groupCount` and group with the index 0 corresponds to
 * the entire match. * An element of the collection at the particular index can be `null` if the corresponding
 * group in the regular expression is optional and there was no match captured by that group.
 */

class MatchGroupCollection : Collection<MatchGroup> {
    operator fun get(index: Int): MatchGroup?
}

/**
 * Extends [MatchGroupCollection] by introducing a way to get matched groups by name, when regex supports it.
 */

class MatchNamedGroupCollection : MatchGroupCollection {
    operator fun get(name: String): MatchGroup?
}

/**
 * Represents the results from a single regular expression match.
 */

class MatchResult {
    val range: IntRange
    val value: String
    val groups: MatchGroupCollection
    val groupValues: List<String>

    public val destructured: Destructured get() = Destructured(this)
}

class Destructured internal constructor(public val match: MatchResult) {
    public operator inline fun component1(): String = match.groupValues[1]
    public operator inline fun component2(): String = match.groupValues[2]
    public operator inline fun component3(): String = match.groupValues[3]
    public operator inline fun component4(): String = match.groupValues[4]
    public operator inline fun component5(): String = match.groupValues[5]
}

fun next(): MatchResult?

class Destructured internal constructor(public val match: MatchResult) {
    public operator inline fun component1(): String = match.groupValues[1]
    public operator inline fun component2(): String = match.groupValues[2]
    public operator inline fun component3(): String = match.groupValues[3]
    public operator inline fun component4(): String = match.groupValues[4]
    public operator inline fun component5(): String = match.groupValues[5]
}
component6(): String = match.groupValues[6]
component7(): String = match.groupValues[7]
component8(): String = match.groupValues[8]
component9(): String = match.groupValues[9]
component10(): String = match.groupValues[10]

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 */

import kotlin.math.abs

@UseExperimental(ExperimentalTime::class)
private inline val storageUnit get() = DurationUnit.NANOSECONDS

/**
 * Represents the amount of time one instant of time is away from another instant.
 * A negative duration is possible in a situation when the second instant is earlier than the first one.
 * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.
 * To construct a duration use either the extension function [toDuration],
 * or the extension properties [hours], [minutes], [seconds],
 * and so on.
 * To get the value of this duration expressed in a particular [duration units][DurationUnit]
 * use the functions [toInt], [toLong], and [toDouble]
 * or
 * the properties [inHours], [inMinutes], [inSeconds],
 * and so on.
 */
@SinceKotlin("1.3")
@ExperimentalTime
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
public inline class Duration internal constructor(internal val value: Double) : Comparable<Duration> {
    // arithmetic operators
    /** Returns the negative of this value. */
    public operator fun unaryMinus(): Duration = Duration(-value)
    /** Returns a duration whose value is the sum of this and [other] duration values. */
    public operator fun plus(other: Duration): Duration = Duration(value + other.value)
    /** Returns a duration whose value is this duration value divided by the given [scale] number. */
    public operator fun div(other: Duration): Double = this.value / other.value
    /** Returns true, if the duration value is less than zero. */
    public fun isNegative(): Boolean = value < 0
    /** Returns true, if the duration value is greater than zero. */
    public fun isPositive(): Boolean = value > 0
    /** Returns true, if the duration value is infinite. */
    public fun isInfinite(): Boolean = value.isInfinite()
    /** Returns true, if the duration value is finite. */
    public fun isFinite(): Boolean = value.isFinite()
    /** Returns the absolute value of this value. */
    public val absoluteValue: Duration get() = if (isNegative()) -this else this
    override fun compareTo(other: Duration): Int = this.value.compareTo(other.value)
    // splitting to components
    /** Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action]
     * with these components.
     * The result of [action] is returned as the result of this function.
     */
    fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)
}
`nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000; `- `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60; `- `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 60; `- `hours` represents the whole number of hours in this duration, and its absolute value is less than 24; `- `days` represents the whole number of days in this duration. If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE], it is coerced into that range. If the value doesn't fit in [Double] range, i.e. it's greater than [Double.MAX_VALUE] or less than [Double.MIN_VALUE], it is coerced into that range.

The result of [action] is returned as the result of this function.

The value of this duration expressed as a [Double] number of minutes. The value of this duration expressed as a [Double] number of hours. The value of this duration expressed as a [Double] number of days. The value of this duration expressed as a [Double] number of seconds.
** The value of this duration expressed as a [Double] number of milliseconds.

*\npublic val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS)

** The value of this duration expressed as a [Double] number of microseconds.

*\npublic val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)

** The value of this duration expressed as a [Double] number of nanoseconds.

*\npublic val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)

// shortcuts

** Returns the value of this duration expressed as a [Long] number of nanoseconds.

*\nIf the value doesn't fit in the range of [Long] type, it is coerced into that range, see the conversion [Double.toLong] for details.

** The range of durations that can be expressed as a 'Long' number of nanoseconds is approximately \u00b1292 years.

*\npublic fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS)

** Returns the value of this duration expressed as a [Long] number of milliseconds.

*\nThe value is coerced to the range of [Long] type, if it doesn't fit in that range, see the conversion [Double.toLong] for details.

** The range of durations that can be expressed as a 'Long' number of milliseconds is approximately \u00b1292 million years.

*\npublic fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS)

** Returns a string representation of this duration value expressed in the unit which yields the most compact and readable number value.

*\n* Special cases:

* - zero duration is formatted as \"0s\" - the infinite duration is formatted as \"Infinity\" without unit

* - very small durations (less than 1e-15 s) are expressed in seconds and formatted in scientific notation

* - very big durations (more than 1e+7 days) are expressed in days and formatted in scientific notation

* @return the value of duration in the automatically determined unit followed by that unit abbreviated name: \d, \h, \m, \s, \ms, \us, or \ns\n
** The range of durations that can be expressed as a 'Long' number of milliseconds is approximately \u00b1292 years.

*\nval absNs = absoluteValue.inNanoseconds

var scientific = false
var maxDecimals = 0
val unit = when {
    absNs < 1e-6 -> DurationUnit.SECONDS.also { scientific = true }
    absNs < 1 -> DurationUnit.NANOSECONDS
    absNs < 1e3 -> DurationUnit.NANOSECONDS
    absNs < 1e6 -> DurationUnit.MICROSECONDS
    absNs < 1e9 -> DurationUnit.MILLISECONDS
    absNs < 60_000e9 -> DurationUnit.MINUTES
    absNs < 3600_000e9 -> DurationUnit.HOURS
    absNs < 86400e9 * 1e7 -> DurationUnit.DAYS
    else -> DurationUnit.DAYS
}

val value = toDouble(unit)

when {
    abs(value) < 1e14 -> formatToExactDecimals(value, maxDecimals) else -> formatScientific(value, maxDecimals)
}

formatToExactDecimals(number, decimals.coerceAtMost(12))

+ unit.shortName() \n
<table>
<thead>
<tr>
<th>duration</th>
<th>value</th>
<th>format</th>
<th>decimals</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0.001</td>
<td>0.001s</td>
<td>3</td>
</tr>
<tr>
<td>2</td>
<td>0.002</td>
<td>0.002s</td>
<td>3</td>
</tr>
<tr>
<td>3</td>
<td>0.003</td>
<td>0.003s</td>
<td>3</td>
</tr>
</tbody>
</table>

** Returns a string representation of this duration value expressed in the given unit which is and formatted with the specified [decimals] number of digits after decimal point.

*\n* Special cases:

* - the infinite duration is formatted as \"Infinity\" without unit

* @return the value of duration in the specified [unit] followed by that unit abbreviated name: \d, \h, \m, \s, \ms, \us, or \ns\n
* @throws IllegalArgumentException if [decimals] is less than zero.

* @sample samples.time.Durations.toStringDecimals

** Returns an ISO-8601 based string representation of this duration.

** Returns the ISO-8601 string representation of this duration.

*\nrequire(decimals >= 0) { // decimals must be not negative, but was $decimals\n
if (isInfinite()) return value.toString()

val number = toDouble(unit)

if (number < 1e14) number

+ unit.shortName() \n
<table>
<thead>
<tr>
<th>duration</th>
<th>value</th>
<th>format</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0.001</td>
<td>0.001s</td>
</tr>
<tr>
<td>2</td>
<td>0.002</td>
<td>0.002s</td>
</tr>
<tr>
<td>3</td>
<td>0.003</td>
<td>0.003s</td>
</tr>
</tbody>
</table>

** Returns an ISO-8601 based string representation of this duration.

*\nThe returned value is presented in the format \"PThMhMs.fS\", where \h, \m, \s\ are the integer components of this duration (see [toComponents]) and \f\ is a fractional part of second. Depending on the roundness of the value the fractional part can be formatted with either \*0, 3, 6, or 9 decimal digits\n
*\nIf the hours component absolute value of this duration is greater than [Int.MAX_VALUE], it is replaced with [Int.MAX_VALUE]\n
* so the infinite duration is formatted as \"PT2147483647H\".

*\n* Negative durations are indicated with the sign \"-\" in the beginning of the returned string, for example, \"-PT5M30S\".
*\n     * @sample samples.time.Durations.toISOString
     */

@UseExperimental(ExperimentalStdlibApi::class) public fun toISOString(): String = buildString {
    if (isNegative()) append('-')
    append('PT')
    val hasHours = hours != 0
    val hasSeconds = seconds != 0
    val hasMinutes = minutes != 0 || (hasSeconds && hasHours)
    if (hasHours) {
        append(hours).append('H')
    }
    if (hasMinutes) {
        append(minutes).append('M')
    }
    if (hasSeconds || (!hasHours && !hasMinutes)) {
        append(seconds)
        if (nanoseconds != 0) {
            appendRange(nanoseconds, 0, 9)
        }
        append('S')
    }
}

// constructing from number of units
// extension functions

/**
    * Returns a [Duration] equal to this [Int] number of the specified [unit].
    */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Int.toDuration(unit: DurationUnit): Duration =
    toDouble().toDuration(unit)

/**
    * Returns a [Duration] equal to this [Long] number of the specified [unit].
    */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Long.toDuration(unit: DurationUnit): Duration =
    toDouble().toDuration(unit)

/**
    * Returns a [Duration] equal to this [Double] number of the specified [unit].
    */
@SinceKotlin("1.3")
@ExperimentalTime
public fun Double.toDuration(unit: DurationUnit): Duration =
    Duration(convertDurationUnit(this, unit, storageUnit))

// constructing from number of units
// extension properties

/**
    * Returns a [Duration] equal to this [Int] number of nanoseconds.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.nanoseconds get() =
    toDuration(DurationUnit.NANOSECONDS)

/**
    * Returns a [Duration] equal to this [Long] number of nanoseconds.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.nanoseconds get() =
    toDuration(DurationUnit.NANOSECONDS)

/**
    * Returns a [Duration] equal to this [Double] number of nanoseconds.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.nanoseconds get() =
    toDuration(DurationUnit.NANOSECONDS)

/**
    * Returns a [Duration] equal to this [Int] number of microseconds.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.microseconds get() =
    toDuration(DurationUnit.MICROSECONDS)

/**
    * Returns a [Duration] equal to this [Long] number of microseconds.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.microseconds get() =
    toDuration(DurationUnit.MICROSECONDS)

/**
    * Returns a [Duration] equal to this [Double] number of microseconds.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.microseconds get() =
    toDuration(DurationUnit.MICROSECONDS)

/**
    * Returns a [Duration] equal to this [Int] number of milliseconds.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.milliseconds get() =
    toDuration(DurationUnit.MILLISECONDS)

/**
    * Returns a [Duration] equal to this [Long] number of milliseconds.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.milliseconds get() =
    toDuration(DurationUnit.MILLISECONDS)

/**
    * Returns a [Duration] equal to this [Double] number of milliseconds.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.milliseconds get() =
    toDuration(DurationUnit.MILLISECONDS)

/**
    * Returns a [Duration] equal to this [Int] number of seconds.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.seconds get() =
    toDuration(DurationUnit.SECONDS)

/**
    * Returns a [Duration] equal to this [Long] number of seconds.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.seconds get() =
    toDuration(DurationUnit.SECONDS)

/**
    * Returns a [Duration] equal to this [Double] number of seconds.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.seconds get() =
    toDuration(DurationUnit.SECONDS)

/**
    * Returns a [Duration] equal to this [Int] number of minutes.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.minutes get() =
    toDuration(DurationUnit.MINUTES)

/**
    * Returns a [Duration] equal to this [Long] number of minutes.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.minutes get() =
    toDuration(DurationUnit.MINUTES)

/**
    * Returns a [Duration] equal to this [Double] number of minutes.
    */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.minutes get() =
    toDuration(DurationUnit.MINUTES)
toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Int] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.hours get() =
toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Long] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.hours get() =
toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Double] number of hours. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.hours get() =
toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Int] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Int.days get() =
toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Long] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Long.days get() =
toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Double] number of days. */
@SinceKotlin("1.3")
@ExperimentalTime
public val Double.days get() =
toDuration(DurationUnit.DAYS)

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
inline operator fun Int.times(duration: Duration): Duration = duration * this

/** Returns a duration whose value is the specified [duration] value multiplied by this number. */
@SinceKotlin("1.3")
@ExperimentalTime
inline operator fun Double.times(duration: Duration): Duration = duration * this

internal expect fun formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double, decimals: Int): String
internal expect fun formatScientific(value: Double): String

duration = duration * this

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.time

import kotlin.annotation.AnnotationTarget.*

/** This annotation marks the experimental preview of the standard library API for measuring time and working with durations. */
@Suppress("DEPRECATION")
@Experimental(level = Open Source Used In DCNM 12 12.0(2) 4055
Experimental.Level.ERROR)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@Target(
    CLASS,
    ANNOTATION_CLASS,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    FUNCTION,
    PROPERTY_SETTER,
    PROPERTY_GETTER,
    TYPEALIAS)
@SinceKotlin("1.3."
@ExperimentalTime
"*/n * Copyright 2010-2020 JetBrains s.r.o. and Kotlin Programming Language contributors.
* Use of this source code is governed by the Apache 2.0 license that can be found in the
* LICENSE.txt file.
* A source of time for measuring time intervals.
* The only operation provided by the time source is [markNow]. It returns a [TimeMark], which can be used to
* query the elapsed time later.
* @RequiresOptIn(level = RequiresOptIn.Level.ERROR)
* @MustBeDocumented
* @Retention(AnnotationRetention.BINARY)
* @Target(
    CLASS,
    ANNOTATION_CLASS,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    FUNCTION,
    PROPERTY_SETTER,
    PROPERTY_GETTER,
    TYPEALIAS)
* @SinceKotlin("1.3."
@ExperimentalTime
package kotlin.time

/**
 * A source of time for measuring time intervals.
 * The only operation provided by the time source is [markNow]. It returns a [TimeMark], which can be used to
 * query the elapsed time later.
 * @RequiresOptIn(level = RequiresOptIn.Level.ERROR)
 * @MustBeDocumented
 * @Retention(AnnotationRetention.BINARY)
 * @Target(
 * CLASS,
 * ANNOTATION_CLASS,
 * PROPERTY,
 * FIELD,
 * LOCAL_VARIABLE,
 * VALUE_PARAMETER,
 * CONSTRUCTOR,
 * FUNCTION,
 * PROPERTY_SETTER,
 * PROPERTY_GETTER,
 * TYPEALIAS)
 * @SinceKotlin("1.3."
@ExperimentalTime
public interface TimeSource {
 * @Retention(AnnotationRetention.BINARY)
 * @Target(
 * CLASS,
 * ANNOTATION_CLASS,
 * PROPERTY,
 * FIELD,
 * LOCAL_VARIABLE,
 * VALUE_PARAMETER,
 * CONSTRUCTOR,
 * FUNCTION,
 * PROPERTY_SETTER,
 * PROPERTY_GETTER,
 * TYPEALIAS)
 * @SinceKotlin("1.3."
@ExperimentalTime
public interface TimeSource {
 * TimeMark
 */n * Marks a point in
 * time on this time source
 * The returned [TimeMark] instance encapsulates the captured time point and
 * allows querying
 * the duration of time interval [elapsed][TimeMark.elapsedNow] from that point.
 * The most precise time source available in the platform.
 * This time source returns its readings from a source of monotonic time when it is available in a target platform.
 * and resorts to a non-monotonic time source otherwise.
 * Represents a time point notched on a particular [TimeSource].
 * Remains bound to the time source from which it was taken from
 * and allows querying for the duration of time elapsed from
 * that point (see the function [elapsedNow]).
 * Represents a time point notched on a particular [TimeSource].
 * TimeMark
 */n * Returns the amount of time passed from this mark measured with the time source from
 * which this mark was taken.
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * Returns a time mark on the same
 * time source that is ahead of this time mark by the specified [duration].
 * The returned time mark is more
 * _late_ when the [duration] is positive, and more _early_ when the [duration] is negative.
 * Returns a time mark on the same
 * time source that is behind this time mark by the specified [duration].
 * The returned time mark is more
 * _early_ when the [duration] is positive, and more _late_ when the [duration] is
 * negative.
 * Returns true if this time mark has passed according to the time source from which this mark was taken.
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * If the time source is
 * monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point
 * of the time source.
 * Returns false if this time mark has not passed according to the time source from which this mark was taken.
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * If the time source is
 * monotonic, it can change only from `true` to `false`, namely, when the time mark becomes behind the current point
 * of the time source.
 * public fun markNow(): TimeMark
 */n *
 * Returns a time mark on the same
 * time source that is ahead of this time mark by the specified [duration].
 */n *
 * Returns a time mark on the same
 * time source that is behind this time mark by the specified [duration].
 */n *
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * If the time source is
 * monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point
 * of the time source.
 * Returns false if this time mark has not passed according to the time source from which this mark was taken.
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * If the time source is
 * monotonic, it can change only from `true` to `false`, namely, when the time mark becomes behind the current point
 * of the time source.
 * public fun markNow(): TimeMark
 */n *
 * Returns a time mark on the same
 * time source that is ahead of this time mark by the specified [duration].
 */n *
 * Returns a time mark on the same
 * time source that is behind this time mark by the specified [duration].
 */n *
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * If the time source is
 * monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point
 * of the time source.
 * Returns false if this time mark has not passed according to the time source from which this mark was taken.
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * If the time source is
 * monotonic, it can change only from `true` to `false`, namely, when the time mark becomes behind the current point
 * of the time source.
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 */n *
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 */n *
 * Returns a time mark on the same
 * time source that is behind this time mark by the specified [duration].
 */n *
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * If the time source is
 * monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point
 * of the time source.
 * Returns false if this time mark has not passed according to the time source from which this mark was taken.
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * If the time source is
 * monotonic, it can change only from `true` to `false`, namely, when the time mark becomes behind the current point
 * of the time source.
 * public fun markNow(): TimeMark
 */n *
 * Returns a time mark on the same
 * time source that is ahead of this time mark by the specified [duration].
 */n *
 * Returns a time mark on the same
 * time source that is behind this time mark by the specified [duration].
 */n *
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * If the time source is
 * monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point
 * of the time source.
 * Returns false if this time mark has not passed according to the time source from which this mark was taken.
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * If the time source is
 * monotonic, it can change only from `true` to `false`, namely, when the time mark becomes behind the current point
 * of the time source.
 * public fun markNow(): TimeMark
 */n *
 * Returns a time mark on the same
 * time source that is ahead of this time mark by the specified [duration].
 */n *
 * Returns a time mark on the same
 * time source that is behind this time mark by the specified [duration].
 */n *
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * If the time source is
 * monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point
 * of the time source.
 * Returns false if this time mark has not passed according to the time source from which this mark was taken.
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * If the time source is
 * monotonic, it can change only from `true` to `false`, namely, when the time mark becomes behind the current point
 * of the time source.
 * public fun markNow(): TimeMark
 */n *
 * Returns a time mark on the same
 * time source that is ahead of this time mark by the specified [duration].
 */n *
 * Returns a time mark on the same
 * time source that is behind this time mark by the specified [duration].
 */n *
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * If the time source is
 * monotonic, it can change only from `false` to `true`, namely, when the time mark becomes behind the current point
 * of the time source.
 * Returns false if this time mark has not passed according to the time source from which this mark was taken.
 * Note that the value returned by this function can change on subsequent
 * invocations.
 * If the time source is
 * monotonic, it can change only from `true` to `false`, namely, when the time mark becomes behind the current point
 * of the time source.
@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource interface instead.", ReplaceWith("TimeSource", ", kotlin.time.TimeSource")
@public typealias Clock = TimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeMark class instead.", ReplaceWith("TimeMark", ", kotlin.time.TimeMark")
@public typealias ClockMark = TimeMark

package kotlin.time

@SinceKotlin("1.3")
@ExperimentalTime
internal expect object MonotonicTimeSource : TimeSource

/**
 * An abstract class used to implement time sources that return their readings as [Long] values
 * in the specified [unit].
 * @property unit The unit in which this time source's readings are expressed.
 * @property reading The current reading value.
 * @property mark Now The current mark value.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class AbstractLongTimeSource(protected val unit: DurationUnit) : TimeSource {
    /**
     * This protected method should be overridden to return the current
     * reading of the time source expressed as a [Long] number
     * in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Long

    private class LongTimeMark(private val startedAt: Long, private val timeSource: AbstractLongTimeSource, private val offset: Duration) : TimeMark() {
        override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
        override fun plus(duration: Duration): TimeMark = LongTimeMark(startedAt, timeSource, offset + duration)
    }

    override fun markNow(): TimeMark = LongTimeMark(read(), this, Duration.ZERO)
}

/**
 * An abstract class used to implement time sources that return their readings as [Double] values in the specified [unit].
 * @property unit The unit in which this time source's readings are expressed.
 * @property reading The current reading value.
 * @property mark Now The current mark value.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public abstract class AbstractDoubleTimeSource(protected val unit: DurationUnit) : TimeSource {
    /**
     * This protected method should be overridden to return the current
     * reading of the time source expressed as a [Double] number
     * in the unit specified by the [unit] property.
     */
    protected abstract fun read(): Double

    private class DoubleTimeMark(private val startedAt: Double, private val timeSource: AbstractDoubleTimeSource, private val offset: Duration) : TimeMark() {
        override fun elapsedNow(): Duration = (timeSource.read() - startedAt).toDuration(timeSource.unit) - offset
        override fun plus(duration: Duration): TimeMark = DoubleTimeMark(startedAt, timeSource, offset + duration)
    }

    override fun markNow(): TimeMark = DoubleTimeMark(read(), this, Duration.ZERO)
}

/**
 * A time source
 * that has programmatically updatable readings. It is useful as a predictable source of time in tests.
 * The current reading value can be advanced by the specified duration amount with the operator [plusAssign]:
 * ```
 * val timeSource = TestTimeSource()
 * timeSource += 10.seconds
 * ```
 * Implementation note: the current reading value is stored as a [Long] number of nanoseconds,
 * thus it's capable to represent a time range of
 * approximately \(0.001\) years.
 * Should the reading value overflow as the result of [plusAssign] operation, an
 * [IllegalStateException] is thrown.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public class TestTimeSource : AbstractLongTimeSource(unit = DurationUnit.NANOSECONDS) {
    private var reading: Long = 0L

    override fun read(): Long = reading

    /**
     * Advances the current reading value of this time source by the
     * specified [duration].
     * value is rounded down towards zero when converting it to a [Long]
     * number of nanoseconds.
     * For example, if the duration being added is \(0.6\) nanoseconds, the reading doesn't
     * advance because
     * the duration value is rounded to zero nanoseconds.
     * @throws IllegalStateException when the reading value when
     * the reading value overflows as the result of this operation.
     * @param duration the duration to add.
     */
    public operator fun plusAssign(duration: Duration) {
        val delta = duration.toDouble(unit)
        val longDelta = delta.toLong()
        reading = if (longDelta != Long.MIN_VALUE && longDelta != Long.MAX_VALUE) {
            // when delta
            val newReading = reading + longDelta
            if (reading xor longDelta >= 0 && reading xor newReading < 0) overflow(duratio
```
ReplaceWith("\"TimeSource.Monotonic\"", "kotlin.time.TimeSource\")

public typealias MonoClock = TimeSource.Monotonic

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use AbstractLongTimeSource instead.", ReplaceWith("AbstractLongTimeSource", "kotlin.time.AbstractLongTimeSource"))

public typealias AbstractLongClock = AbstractLongTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TestTimeSource instead.", ReplaceWith("TestTimeSource", "kotlin.time.TestTimeSource"))

public typealias TestClock = TestTimeSource

package kotlin.time

import kotlin.contracts *

/**
 * Executes the given function [block] and returns the duration of elapsed time interval.
 * @param block the function to execute.
 * @return the time duration or zero if the execution was successful.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return TimeSource.Monotonic.measureTime(block)
}

/**
 * Executes the given function [block] and returns the duration of elapsed time interval.
 * @param block the function to execute.
 * @return the time duration or zero if the execution was successful.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun TimeSource.measureTime(block: () -> Unit): Duration {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    val mark = markNow()
    block()
    return mark.elapsedNow()
}

/**
 * Data class representing a result of executing an action, along with the duration of elapsed time interval.
 * @param value the result of the action.
 * @param duration the time duration of the action.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public data class TimedValue<T>(val value: T, val duration: Duration)

/**
 * Executes the given function [block] and returns an instance of [TimedValue] class, containing both the result of function execution and the duration of elapsed time interval.
 * @param block the function to execute.
 * @return a TimedValue instance.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public inline fun <T> measureTimedValue(block: () -> T): TimedValue<T> {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    val mark = markNow()
    val result = block()
    return TimedValue(result, mark.elapsedNow())
}
```

---

```
ReplaceWith("\"kotlin.time.TimeSource\"", "\"AbstractLongTimeSource\"")

public typealias MonoClock = AbstractLongTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use AbstractDoubleTimeSource instead.", ReplaceWith("AbstractDoubleTimeSource", "kotlin.time.AbstractDoubleTimeSource"))

public typealias AbstractDoubleClock = AbstractDoubleTimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TestTimeSource instead.", ReplaceWith("TestTimeSource", "kotlin.time.TestTimeSource"))

public typealias TestClock = TestTimeSource
```

---

```
package kotlin

import kotlin.internal.InlineOnly

/**
 * Returns a hash code value for the object or zero if the object is `null`.
 * @see Any.hashCode
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun Any?.hashCode(): Int = this?.hashCode() ?: 0
```

---

```
package kotlin

/**
 * Represents a version of the Kotlin standard library.
 * @constructor Creates a version from all three components.
 */
@SinceKotlin("1.1")
    /**
     * Creates a version from [major] and [minor] components, leaving [patch] component zero.
     * @constructor Creates a version from [major] and [minor] components, leaving [patch] component zero.
     */
    public constructor(major: Int, minor: Int) : this(major, minor, 0)

    private val version = versionOf(major, minor, patch)

    private fun versionOf(major: Int, minor: Int, patch: Int): Int {
        require(major in 0..MAX_COMPONENT_VALUE && minor in 0..MAX_COMPONENT_VALUE && patch in 0..MAX_COMPONENT_VALUE)
    }
```

---

```
package kotlin

/**
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package *@
package kotlin
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package kotlin
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package *@
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package *@
```
override fun compareTo(other: KotlinVersion): Int = version - other.version

    /**
     * Returns `true` if this version is not less than the version specified with the provided [major] and [minor] components.
     */
    public fun isAtLeast(major: Int, minor: Int): Boolean = this.major > major || (this.major == major &&
            this.minor >= minor)

    /**
     * Returns `true` if this version is not less than the version specified with the provided [major], [minor] and [patch] components.
     */
    public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = this.major > major || (this.major == major &&
            (this.minor > minor || this.minor == minor &&
            this.patch >= patch))

    companion object {
        /**
         * Maximum value a version component can have, a constant value 255.
         */
        public const val MAX_COMPONENT_VALUE = 255

        /**
         * Returns the current version of the Kotlin standard library.
         */
        @kotlin.jvm.JvmField
        public val CURRENT: KotlinVersion = KotlinVersion(1, 3, 70) // value is written here automatically during build
    }
}

@file:kotlin.jvm.JvmName("LateinitKt")
@file:Suppress("unused")

package kotlin

import kotlin.internal.InlineOnly
import kotlin.internal.AccessibleLateinitPropertyLiteral
import kotlin.reflect.KProperty0

/**
 * Returns `true` if this lateinit property has been assigned a value, and `false` otherwise.
 * Cannot be used in an inline function, to avoid binary compatibility issues.
 */
@SinceKotlin("1.2")
@InlineOnly
inline val @receiver:AccessibleLateinitPropertyLiteral KProperty0<*>.isInitialized: Boolean
    get() = throw NotImplementedError("Implementation is intrinsic")

/**
 * Represents a value with lazy initialization.
 * To create an instance of [Lazy] use the [lazy] function.
 */
public interface Lazy<out T> {
    /**
     * Gets the lazily initialized value of the current Lazy instance.
     * Once the value was initialized it must not change during the rest of lifetime of this Lazy instance.
     */
    public val value: T

    /**
     * Returns `true` if a value for this Lazy instance has been already initialized, and `false` otherwise.
     * Once this function has returned `true` it stays `true` for the rest of lifetime of this Lazy instance.
     */
    public fun isInitialized(): Boolean

    /**
     * Specifies how a [Lazy] instance synchronizes initialization among multiple threads.
     */
    public enum class LazyThreadSafetyMode {

        /**
         * Locks are used to ensure that only a single thread can initialize the [Lazy] instance.
         */
        SYNCHRONIZED,

        /**
         * Initializer function can be called several times on concurrent access to uninitialized [Lazy] instance value, but only the first returned value will be used as the value of [Lazy] instance; if the instance is accessed from multiple threads, its behavior is undefined.
         */
        PUBLICATION,

        /**
         * This mode should not be used unless the [Lazy] instance is guaranteed never to be initialized from more than one thread.
         */
        NONE,
    }

    // internal to be called from lazy in JS
    internal class UnsafeLazyImpl<out
Open Source Used In DCNM 12.12.0(2) 4060
the least significant bits on the right side:\n *ln * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * number.rotateLeft(n) == number.rotateRight(-n) * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally:\n * number.rotateLeft(n % 64) == number.rotateLeft(n) * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally:\n * number.rotateRight(n) == number.rotateRight(n % 64) * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits:\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side:\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * number.rotateRight(n) == number.rotateLeft(-n) * Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally:\n * number.rotateRight(n) == number.rotateRight(n % 64) * Rotates the binary representation of this [Long] number right by the specified [bitCount] number of bits:\n * Counts the number of set bits in the binary representation of this [Byte] number:\n * An@SinceKotlin("1.3")@ExperimentalStdlibApi@kotlin.internal.InlineOnly@public inline fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits() * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number:\n * An@SinceKotlin("1.3")@ExperimentalStdlibApi@kotlin.internal.InlineOnly@public inline fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS) * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number:\n * An@SinceKotlin("1.3")@ExperimentalStdlibApi@kotlin.internal.InlineOnly@public inline fun Byte.countTrailingZeroBits(): Int = (toInt() or 0x100).countTrailingZeroBits() * Counts the number of set bits in the binary representation of this [Byte] number left by the specified [bitCount] number of bits:\n * Returns a number having a single bit set in the position of the most significant set bit of this [Byte] number:\n * or zero, if this number is zero:\n * An@SinceKotlin("1.3")@ExperimentalStdlibApi@kotlin.internal.InlineOnly@public inline fun Byte.takeHighestOneBit(): Byte = (toInt() and 0xFF).takeHighestOneBit() * Takes the high bit from the binary representation of this [Byte] number:\n * Returns a number having a single bit set in the position of the least significant set bit of this [Byte] number:\n * or zero, if this number is zero:\n * An@SinceKotlin("1.3")@ExperimentalStdlibApi@kotlin.internal.InlineOnly@public inline fun Byte.takeLowestOneBit(): Byte = toInt().takeLowestOneBit().toByte() * Takes the low bit from the binary representation of this [Byte] number:\n * number.rotateLeft(n) == number.rotateLeft(n % 8) \n * An@SinceKotlin("1.3")@ExperimentalStdlibApi@public fun Byte.rotateLeft(bitCount: Int): Byte = (toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte() * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits:\n * The least significant bits pushed out from the left side reenter the number as the least significant bits on the right side:\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:\n * or zero, if this number is zero:\n * An@SinceKotlin("1.3")@ExperimentalStdlibApi@public fun Byte.rotateRight(bitCount: Int): Byte = (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7))).toByte() * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits:\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side:\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * or zero, if this number is zero:\n * An@SinceKotlin("1.3")@ExperimentalStdlibApi@public fun Byte.rotateRight(bitCount: Int): Byte = (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7))).toByte() * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits:\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side:\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * or zero, if this number is zero:\n * An@SinceKotlin("1.3")@ExperimentalStdlibApi@public fun Byte.rotateRight(bitCount: Int): Byte = (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7))).toByte() * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits:\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side:\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * or zero, if this number is zero:\n * An@SinceKotlin("1.3")@ExperimentalStdlibApi@public fun Byte.rotateRight(bitCount: Int): Byte = (toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7))).toByte() * Rotates the binary representation of this [Byte] number right by the specified [bitCount] number of bits:\n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side:\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:\n * or zero, if this number is zero:
@sinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun Short.countTrailingZeroBits(): Int = (toInt() or 0x10000).countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Short] number, or zero, if this number is zero.
 */
@sinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Short] number, or zero, if this number is zero.
 */
@sinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun Short.takeLowestOneBit(): Short = toInt().takeLowestOneBit().toShort()

/**
 * Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits. The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 */
@sinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Short.rotateLeft(bitCount: Int): Short =
<Int>.shl(bitCount and 15) or (Int and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()

/**
 * Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits. Rotating the number right by a negative bit count is the same as rotating it right by the negated bit count.
 */
@sinceKotlin("1.3")
@ExperimentalStdlibApi
public fun Short.rotateRight(bitCount: Int): Short =
<Int>.shl(16 - (bitCount and 15)) or (Int and 0xFFFF).ushr(bitCount and 15)).toShort()
**Triple<out A, out B, out C>(
    public val first: A,
    public val second: B,
    public val third: C
) : Serializable**

```kotlin
{  
    /**
     * Returns string representation of the [Triple] including its [first], [second] and [third] values.
     * @param <T> Parameterized type of the triple.
     * @return String representation of the triple.
     */
    public override fun toString(): String = "($first, $second, $third)"
}

/**
 * Converts this triple into a list.
 * @return List containing the values of the triple.
 */
public fun <T> Triple<T, T, T>.toList(): List<T> =
```
/**
 * A range of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong> {
    override val start: ULong get() = first
    override val endInclusive: ULong get() = last

    override fun contains(value: ULong): Boolean = first <= value && value <= last
    override fun isEmpty(): Boolean = if (step > 0) first > last else first < last
    override fun equals(other: Any?): Boolean = other is ULongRange && (isEmpty() && other.isEmpty() ||
            first == other.first && last == other.last && override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first ^ (first shr 32)).toInt() +
                (last ^ (last shr 32)).toInt())

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /**
         * Creates ULongProgression within the specified bounds of a closed range.

         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].

         * In order to go backwards the [step] must be negative.
         * [step] must be greater than `Long.MIN_VALUE` and not equal to zero.

         * An iterator over a progression of values of type `ULong`.
         */
        public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * An iterator over a progression of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {
    private val finalElement = last
    private var hasNext: Boolean = if (step == 0) true else if (step > 0) first <= last else first >= last
    private val step = step.toULong() // use 2-complement math for negative steps
    private var next = if (hasNext) first else finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextULong(): ULong {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}


Returns the smaller of two values.

```kotlin
public inline fun min(a: UInt, b: UInt): UInt {
    return minOf(a, b)
}
```

```kotlin
public inline fun min(a: ULong, b: ULong): ULong {
    return minOf(a, b)
}
```

```kotlin
public inline fun max(a: UInt, b: UInt): UInt {
    return maxOf(a, b)
}
```

```kotlin
public inline fun max(a: ULong, b: ULong): ULong {
    return maxOf(a, b)
}
```

Counts the number of set bits in the binary representation of this [UInt] number.

```kotlin
public inline fun UInt.countOneBits(): Int = toInt().countOneBits()
```

```kotlin
public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()
```

```kotlin
public inline fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()
```

```kotlin
public inline fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt()
```

```kotlin
public inline fun UInt.takeLowestOneBit(): UInt = toInt().takeLowestOneBit().toUInt()
```

Rotates the binary representation of this [UInt] number left by the specified [bitCount] number of bits.

```kotlin
public inline fun UInt.rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt()
```

Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits.

```kotlin
public inline fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt()
```

Counts the number of set bits in the binary representation of this [ULong] number.

```kotlin
public inline fun ULong.countOneBits(): Int = toLong().countOneBits()
```

Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.

```kotlin
public inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()
```

Counts the number of set bits in the binary representation of this [ULong] number.

```kotlin
public inline fun ULong.countOneBits(): Int = toLong().countOneBits()
```
public inline fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits()/* */

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.
 */
public inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()/* */

Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number,\n * or zero, if this number is zero.\n
public inline fun ULong.takeHighestOneBit(): ULong = toLong().takeHighestOneBit().toULong()/* */

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number,\n * or zero, if this number is zero.\n
public inline fun ULong.takeLowestOneBit(): ULong = toLong().takeLowestOneBit().toULong()/* */

/**
 * Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: \n * \`number.rotateLeft(-n) \== number.rotateRight(n)`\n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally: \n * \`number.rotateLeft(n) \== number.rotateLeft(n \& \% 64)`\n
public inline fun ULong.rotateLeft(bitCount: Int): ULong = toLong().rotateLeft(bitCount).toULong()/* */

/**
 * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits. \n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: \n * \`number.rotateRight(-n) \== number.rotateLeft(n)`\n * Rotating by a multiple of [ULong.SIZE_BITS] (64) returns the same number, or more generally: \n * \`number.rotateRight(n) \== number.rotateRight(n \& \% 64)`\n
public inline fun ULong.rotateRight(bitCount: Int): ULong = toLong().rotateRight(bitCount).toULong()/* */

/**
 * Counts the number of set bits in the binary representation of this [UByte] number.\n */
public inline fun UByteArray.countOneBits(): Int = toUInt().countOneBits()/* */

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number.\n */
public inline fun UByteArray.countLeadingZeroBits(): Int = toByte().countLeadingZeroBits()/* */

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.\n */
public inline fun UByteArray.countTrailingZeroBits(): Int = toByte().countTrailingZeroBits()/* */

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number,\n * or zero, if this number is zero.\n
public inline fun UByteArray.takeHighestOneBit(): UByte = toInt().takeHighestOneBit().toUByte()/* */

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number,\n * or zero, if this number is zero.\n
public inline fun UByteArray.takeLowestOneBit(): UByte = toInt().takeLowestOneBit().toUByte()/* */

/**
 * Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits.\n * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.\n * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count: \n * \`number.rotateLeft(-n) \== number.rotateRight(n)`\n * Rotating by a multiple of [UByte.SIZE_BITS] (8) returns

```kotlin
public inline fun UByte.rotateLeft(bitCount: Int): UByte = toInt().rotateLeft(bitCount).toUByte()/* */

/**
 * Rotates the binary representation of this [UByte] number right by the specified [bitCount] number of bits. \n * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.\n * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count: \n * \`number.rotateRight(-n) \== number.rotateLeft(n)`\n * Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally: \n * \`number.rotateRight(n) \== number.rotateRight(n \& \% 8)`\n
public inline fun UByte.rotateRight(bitCount: Int): UByte = toInt().rotateRight(bitCount).toUByte()/* */

```
public inline fun UByte.rotateLeft(bitCount: Int): UByte = toByte().rotateLeft(bitCount).toUByte()

/**
 * Rotates the binary representation of this [UByte] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.
 * Rotating by a multiple of [UByte.SIZE_BITS] (8) returns the same number, or more generally
 * `number.rotateRight(n) == number.rotateLeft(n % 8)`
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.rotateRight(bitCount: Int): UByte = toByte().rotateRight(bitCount).toUByte()

/**
 * Counts the number of set bits in the binary representation of this [UByte] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.countOneBits(): Int = toByte().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.countLeadingZeroBits(): Int = toByte().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.countTrailingZeroBits(): Int = toByte().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number.
 * If this number is zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.takeHighestOneBit(): UByte = toInt().takeHighestOneBit().toUShort()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number.
 * If this number is zero, if this number is zero.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.takeLowestOneBit(): UByte = toInt().takeLowestOneBit().toUShort()

/**
 * Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count.
 * Rotating by a multiple of [UByte.SIZEBITS] (8) returns the same number, or more generally
 * `number.rotateLeft(n) == number.rotateLeft(n % 8)`
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.rotateLeft(bitCount: Int): UByte = toShort().rotateLeft(bitCount).toUByte()

/**
 * Rotates the binary representation of this [UByte] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.
 * Rotating by a multiple of [UByte.SIZEBITS] (8) returns the same number, or more generally
 * `number.rotateRight(n) == number.rotateRight(n % 8)`
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal:inline
public inline fun UByte.rotateRight(bitCount: Int): UByte = toShort().rotateRight(bitCount).toUByte()
[start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative
* [step].
* No validation on passed parameters is performed. The given parameters should satisfy the condition:
* either `step > 0` and `start <= end`,
* or `step < 0` and `start >= end`.
* @param start first element of the progression
* @param end ending bound for the progression
* @param step increment, or difference of successive elements in the progression
* @return the final element of the progression
* @suppress

@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: UInt, end: UInt, step: Int): UInt = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toUInt())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toUInt())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range
* from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative
* [step].
* No validation on passed parameters is performed. The given parameters should satisfy the condition:
* - either `step > 0` and `start <= end`,
* - or `step < 0` and `start >= end`.
* @param start first element of the progression
* @param end ending bound for the progression
* @param step increment, or difference of successive elements in the progression
* @return the final element of the progression
* @suppress

@PublishedApi
@SinceKotlin("1.3")
internal fun getProgressionLastElement(start: ULong, end: ULong, step: Long): ULong = when {
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step.toULong())
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, (-step).toULong())
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

@file:kotlin.jvm.JvmName("UStringsKt")  // string representation of unsigned numbers

package kotlin.text

/**
 * Returns a string representation of this 
[Byte] value in the specified [radix].
 * @throws IllegalArgumentException when [radix] is not a valid radix for
 * number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UByte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Parses the string as a 
[Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(): UByte = toUByteOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a 
[Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for
 * string to number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)

/**
 * Returns a string representation of this 
[Short] value in the specified [radix].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
//@kotlin.internal.InlineOnly
public /*inline*/ fun UShort.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Parses the string as a 
[Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(): UShort = toUShortOrNull() ?: numberFormatError(this)

/**
 * Returns a string representation of this 
[Int] value in the specified [radix].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Int.toString(radix: Int): String = this.toLong().toString(radix)

/**
 * Parses the string as a 
[Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for
 * number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toInt(): Int = toIntOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a 
[Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toLong(): Long = toLongOrNull() ?: numberFormatError(this)

/**
 * Parses the string as a 
[Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for
 * number to string conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toString(radix: Int): String = ulongToString(this.toLong(), checkRadix(radix))

IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\public fun String.toUShort(radix: Int): UShort =
toUShortOrNull(radix) ?: numberFormatException(this)\n\n*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\public fun String.toUInt(): UInt =
toUIntOrNull() ?: numberFormatException(this)
```

IllegalArgumentException when [radix] is not a valid radix for string to number conversion.

```kotlin
*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes\public fun String.toULong(): ULong =
toULongOrNull() ?: numberFormatException(this)
```

```kotlin
/**
 * Parses the string as an [UInt] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
```
and returns the result\n* or `null` if the string is not a valid representation of a number.\n*\n* @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n
\n*\n* @SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic fun toULongOrNull(radix: Int): ULong? \n{ \n    checkRadix(radix)\n    val length = this.length\n    if (length == 0) return null\n    val limit: ULong = ULong.MAX_VALUE\n    val start: Int\n    \n    val firstChar = this[0]\n    if (firstChar < '0') { \n        if (firstChar < '0' || firstChar != '+') return null\n        \n    } else { \n        \n    } \n
    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n    \n
Returns the angle \(\theta\) of the polar coordinates \((r, \theta)\) that correspond to the rectangular coordinates \((x, y)\) by computing the arc tangent of the value \(y / x\). The returned value is an angle in the range from \(-\pi\) to \(\pi\) radians.

For `x < 0` and `y < 0`: `atan2(-0.0, 0.0)` is `0.0` and `atan2(0.0, x)` is `\pi` for \(x < 0\). For `x > 0` and `y > 0`: `atan2(y, x)` is \(\pi\) for \(y > 0\) and `-\pi` for \(y < 0\). For `x < 0` and `y > 0`: `atan2(y, x)` is `-\pi` for \(y > 0\) and `\pi` for \(y < 0\). For `x > 0` and `y < 0`: `atan2(y, x)` is `0.0` and `-\pi` for \(y > 0\) and `\pi` for \(y < 0\).

For `x = 0` and `y > 0`: `atan2(0.0, x)` is 0.0 when `x > 0` and `-\pi` when `x < 0`. For `x = 0` and `y < 0`: `atan2(0.0, x)` is `-\pi` when `x > 0` and 0.0 when `x < 0`.

For `x = 0` and `y = 0`: `atan2(0.0, 0.0)` is undefined.

The returned value is `\pi` when `y < 0` and `\pi/2` for finite `x < 0`.

- `atan2(-0.0, x)` is `-\pi` for `x > 0` and `\pi/2` for `x < 0`.
- `atan2(0.0, x)` is 0.0 for `x > 0` and `-\pi/2` for `x < 0`.
- `atan2(y, x)` is \(\pi/2\) for `y > 0` and `-\pi/2\) for `y < 0`.

For `x = 0` and `y = 0`: `atan2(0.0, 0.0)` is undefined.

The returned value is `\pi` when `x < 0` and `\pi` for `x > 0`.

- `atan2(-0.0, x)` is `-\pi` for `x > 0` and `\pi` for `x < 0`.
- `atan2(0.0, x)` is 0.0 for `x > 0` and `-\pi` for `x < 0`.
- `atan2(y, x)` is \(\pi/2\) for `y > 0` and `\pi/2\) for `y < 0`.

For `x = 0` and `y = 0`: `atan2(0.0, 0.0)` is undefined.
the smallest double value that is greater than or equal to the given value [x] and is a mathematical integer.

```kotlin
@SinceKotlin("1.2")
public expect fun ceil(x: Double): Double
```

### Special cases:
- `ceil(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.

```kotlin
@SinceKotlin("1.2")
public expect fun floor(x: Double): Double
```

### Special cases:
- `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.

```kotlin
@SinceKotlin("1.2")
public expect fun truncate(x: Double): Double
```

### Special cases:
- `truncate(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.

```kotlin
@SinceKotlin("1.2")
public expect fun round(x: Double): Double
```

### Special cases:
- `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.

```kotlin
@SinceKotlin("1.2")
public expect fun abs(x: Double): Double
```

### Special cases:
- `abs(NaN)` is `NaN`

```kotlin
@SinceKotlin("1.2")
public expect fun sign(x: Double): Double
```

### Special cases:
- `sign(NaN)` is `NaN`

```kotlin
@SinceKotlin("1.2")
public expect fun Double.pow(x: Double): Double
```

### Special cases:
- `b.pow(0.0)` is `1.0`
- `b.pow(1.0)` is `b`
- `b.pow(NaN)` is `NaN`
- `b.pow(x)` is `NaN` for `x != 0.0`
- `b.pow(Inf)` is `NaN` for `abs(b) == 1.0`
- `b.pow(x)` is `NaN` for `b < 0` and `x` is finite and not an integer

```kotlin
@SinceKotlin("1.2")
public expect fun Double.nextUp(): Double
```

```kotlin
@SinceKotlin("1.2")
public expect fun Double.nextDown(): Double
```

```kotlin
@SinceKotlin("1.2")
public expect fun Double.nextTowards(to: Double): Double
```

```kotlin
@SinceKotlin("1.2")
public expect fun Double.roundToInt(): Int
```

### Special cases:
- `x.roundToInt()` is `Int.MAX_VALUE` when `x > Int.MAX_VALUE`
- `x.roundToInt()` is `Int.MIN_VALUE` when `x < Int.MIN_VALUE`
- `@throws IllegalArgumentException` when this value is `NaN` or `@SinceKotlin("1.2")`
positive infinity.
* * Special cases:
* - `x.roundToLong()` is `Long.MAX_VALUE` when `x > Long.MAX_VALUE`
* - `x.roundToLong()` is `Long.MIN_VALUE` when `x < Long.MIN_VALUE`
* @throws IllegalArgumentException when this value is NaN

** Special cases:
* - `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`
* - `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`
* @throws IllegalArgumentException when this value is NaN

@SinceKotlin("1.2")
public expect fun Double.roundToLong(): Long

// endregion

// region ================ Float Math

/** Computes the sine of the angle [x] given in radians.
* * Special cases:
* - `sin(NaN|+Inf|-Inf)` is `NaN`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun sin(x: Float): Float

/** Computes the cosine of the angle [x] given in radians.
* * Special cases:
* - `cos(NaN|+Inf|-Inf)` is `NaN`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun cos(x: Float): Float

/** Computes the tangent of the angle [x] given in radians.
* * Special cases:
* - `tan(NaN|+Inf|-Inf)` is `NaN`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun tan(x: Float): Float

/** Computes the arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
* * Special cases:
* - `asin(x)` is `NaN`, when `abs(x) > 1` or `x` is `NaN`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun asin(x: Float): Float

/** Computes the arc cosine of the value [x]; the returned value is an angle in the range from `-PI` to `PI` radians.
* * Special cases:
* - `acos(x)` is `NaN`, when `abs(x) > 1` or `x` is `NaN`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun acos(x: Float): Float

/** Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
* * Special cases:
* - `atan(x)` is `NaN`, when `abs(x) > 1` or `x` is `NaN`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun atan(x: Float): Float

/** Computes the arc cotangent of the value [x]; the returned value is an angle in the range from `0.0` to `PI` radians.
* * Special cases:
* - `cotan(x)` is `NaN`, when `abs(x) > 1` or `x` is `NaN`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun cotan(x: Float): Float

/** Computes the hyperbolic sine of the value [x].
* * Special cases:
* - `sinh(NaN)` is `NaN`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun sinh(x: Float): Float

/** Computes the hyperbolic cosine of the value [x].
* * Special cases:
* - `cosh(NaN)` is `NaN`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun cosh(x: Float): Float

/** Computes the hyperbolic tangent of the value [x].
* * Special cases:
* - `tanh(NaN)` is `NaN`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun tanh(x: Float): Float

/** Computes the inverse hyperbolic sine of the value [x].
* * Special cases:
* - `asinh(NaN)` is `NaN`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun asinh(x: Float): Float

/** Computes the inverse hyperbolic cosine of the value [x].
* * Special cases:
* - `acosh(NaN)` is `NaN`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun acosh(x: Float): Float

/** Computes the inverse hyperbolic tangent of the value [x].
* * Special cases:
* - `atanh(NaN)` is `NaN`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun atanh(x: Float): Float

/** Computes the square root of the value [x]
* * Special cases:
* - `sqrt(x)` is `NaN` when `x < 0` or `x` is `NaN`
*/
@SinceKotlin("1.2")
public expect fun sqrt(x: Float): Float

/** Computes Euler's number e raised to the power of the value [x]
* * Special cases:
* - `exp(NaN)` is `NaN`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun exp(x: Float): Float

// endregion

// region ================ Math Constants

/** Represents the smallest positive floating point number.
* * Special cases:
* - `MIN_VALUE` is `0.0` when `x` is `MIN_VALUE`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun MIN_VALUE: Float

/** Represents the largest positive floating point number.
* * Special cases:
* - `MAX_VALUE` is `Long.MAX_VALUE` when `x` is `MAX_VALUE`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun MAX_VALUE: Float

// endregion

// region ================ Random

/** Generates a pseudorandom double value between 0 (inclusive) and 1 (exclusive).
* * Special cases:
* - `nextDouble()` is `1.0` when `nextLong()` is `Long.MAX_VALUE`
* - `nextDouble()` is `0.0` when `nextLong()` is `Long.MIN_VALUE`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun nextDouble(): Double

/** Generates a pseudorandom long value between 0 (inclusive) and Long.MAX_VALUE (exclusive).
* * Special cases:
* - `nextLong()` is `Long.MAX_VALUE` when `nextInt()` is `Int.MAX_VALUE`
* - `nextLong()` is `Long.MIN_VALUE` when `nextInt()` is `Int.MIN_VALUE`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun nextLong(): Long

/** Generates a pseudorandom int value between 0 (inclusive) and Int.MAX_VALUE (exclusive).
* * Special cases:
* - `nextInt()` is `Int.MAX_VALUE` when `nextInt()` is `Int.MAX_VALUE`
* - `nextInt()` is `Int.MIN_VALUE` when `nextInt()` is `Int.MIN_VALUE`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun nextInt(): Int

// endregion

// region ================ Random Methods

/** Returns the next pseudorandom, uniformly distributed long value between 0 (inclusive) and this value (exclusive).
* * Special cases:
* - `nextLong()` is `Long.MAX_VALUE` when `nextInt()` is `Int.MAX_VALUE`
* - `nextLong()` is `Long.MIN_VALUE` when `nextInt()` is `Int.MIN_VALUE`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun nextLong(): Long

/** Returns the next pseudorandom, uniformly distributed int value between 0 (inclusive) and this value (exclusive).
* * Special cases:
* - `nextInt()` is `Int.MAX_VALUE` when `nextInt()` is `Int.MAX_VALUE`
* - `nextInt()` is `Int.MIN_VALUE` when `nextInt()` is `Int.MIN_VALUE`
* @throws IllegalArgumentException when this value is NaN
*/
@SinceKotlin("1.2")
public expect fun nextInt(): Int

// endregion

// region ================ Random New

/** Returns a `Random` object using the specified generator seed.
* * @param seed the initial seed
* * @return the new `Random` object
*/
@SinceKotlin("1.2")
public expect fun random(seed: Int): Random

// endregion

// region ================ RandomFields

/**...
cases:\n - `expm1(NaN)` is `NaN`\n - `expm1(+Inf)` is `+Inf`\n - `expm1(-Inf)` is `-1.0`\n * @see \n [exp] function\n * @SinceKotlin("1.2")\n@public expect fun expm1(x: Float): Float\n
* \n Special cases:\n - `log(x, b)` is `NaN` if either `x` or `b` are `NaN`\n - `log(x, b)` is `NaN` when `x < 0` or `b <= 0` or `b == 1.0`\n - `log(+Inf)` is `+Inf`\n - `log(-Inf)` is `-Inf`\n * @see also logarithm functions for common fixed bases: \n [ln], \n [log10] and \n [log2]\n
* @\n @SinceKotlin("1.2")\n@public expect fun log(x: Float; base: Float): Float\n
* \n Special cases:\n - `log(x)` is `NaN` if `x` is `NaN`\n - `log(x)` is `NaN` if `x < 0` or `b <= 0` or `b == 1.0`\n - `log(+Inf)` is `+Inf`\n - `log(-Inf)` is `-Inf`\n - `log(0.0)` is `-Inf`\n * @see \n [ln] function for \n special cases.\n
* @\n @SinceKotlin("1.2")\n@public expect fun ln(x: Float): Float\n
* \n Special cases:\n - `ln(NaN)` is `NaN`\n - `ln(x)` is `NaN` if `x < 0.0`\n - `ln(+Inf)` is `+Inf`\n - `ln(-Inf)` is `-Inf`\n * @see \n [ln] function\n * @See \n \n [expm1] function\n * @SinceKotlin("1.2")\n@public expect fun log1p(x: Float): Float\n
* \n Special cases:\n - `log1p(NaN)` is `NaN`\n - \n `log1p(x)` is `NaN` where `x <= -1.0`\n - \n `log1p(1.0)` is `-Inf`\n - \n `log1p(+Inf)` is `+Inf`\n * @see \n [expm1] function\n * @SinceKotlin("1.2")\n@public expect fun ceil(x: Float): Float\n
* \n Special cases:\n - `ceil(x)` is `x` where `x` is `NaN`\n or `+Inf` or `-Inf` or already a mathematical integer.\n
* @\n @SinceKotlin("1.2")\n@public expect fun floor(x: Float): Float\n
* \n Special cases:\n - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n
* @\n @SinceKotlin("1.2")\n@public expect fun trunc(x: Float): Float\n
* \n Special cases:\n - `trunc(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n
* @\n @SinceKotlin("1.2")\n@public expect fun min(a: Float, b: Float): Float\n
* @\n @SinceKotlin("1.2")\n@public expect fun max(a: Float, b: Float): Float\n
the sign bit same as of the [sign] value.

```
Float\'s min() + \*n @ SinceKotlin("1.2")\n```

public expect fun Float.withSign(sign: Int): Float

```*/
@SinceKotlin("1.2")
public expect fun Float.withSign(sign: Int): Float

```

**

```
/**
 * Rounds this [Float] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 * ```
 * \*n + Special cases:\n *   - `x.roundToInt() == Int.MAX_VALUE` when `x > Int.MAX_VALUE`
 *   - `x.roundToInt() == Int.MIN_VALUE` when `x < Int.MIN_VALUE`
 * \*n + @throws IllegalArgument Exception when this value is `NaN`\n * \*/

```

```
@SinceKotlin("1.2")
public expect fun Float.withSign(sign: Int): Float

```

```
/**
 * Returns the absolute value of the given value \[n\].
 * ```
 * \*n + Special cases:\n *   - `abs(Int.MIN_VALUE)`
 *   - due to an overflow \n *   - @see absoluteValue extension property for [Int]\n * \*/

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1.392 spring-web-mvc 5.2.2.RELEASE

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 */
/**
 * XSLT-driven View that allows for response context to be rendered as the
 * result of an XSLT transformation.
 *
 * <p>The XSLT Source object is supplied as a parameter in the model and then
 * [ @link #locateSource detected] during response rendering. Users can either specify
 * a specific entry in the model via the [ @link #setSourceKey sourceKey] property or
 * have Spring locate the Source object. This class also provides basic conversion
 * of objects into Source implementations. See [ @link #getSourceTypes() here]
 * for more details.
 *
 * <p>All model parameters are passed to the XSLT Transformer as parameters.
 * In addition the user can configure [ @link setOutputProperties output properties]
 * to be passed to the Transformer.
 *
 * @author Rob Harrop
 * @author Juergen Hoeller
 * @since 2.0
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
jar/org/springframework/web/servlet/view/xslt/XsltView.java

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  jar/org/springframework/web/servlet/config/annotation/WebMvcConfigurer.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/support/RequestContext.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/resource/CachingResourceResolver.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/function/DefaultServerRequestBuilder.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/mvc/method/annotation/ServletInvocableHandlerMethod.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/function/RouterFunctionBuilder.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/function/RenderingResponse.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/function/CookieLocaleResolver.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/handler/AbstractHandlerMethodMapping.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/resource/WebJarsResourceResolver.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/function/PathResourceLookupFunction.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/mvc/method/annotation/ReactiveTypeHandler.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/handler/SimpleUrlHandlerMapping.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/support/ServletUriComponentsBuilder.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/resource/ResourceUrlProviderExposingInterceptor.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
  jar/org/springframework/web/servlet/mvc/condition/PattersRequestCondition.java
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* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1.jar/org/springframework/web/servlet/i18n/LocaleChangeInterceptor.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1.jar/org/springframework/web/servlet/resource/EncodedResourceResolver.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1.jar/org/springframework/web/servlet/resource/PathResourceResolver.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1.jar/org/springframework/web/servlet/resource/CssLinkResourceTransformer.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1.jar/org/springframework/web/servlet/support/AbstractFlashMapManager.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1.jar/org/springframework/web/servlet/view/DefaultRequestToViewNameTranslator.java

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* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1.jar/org/springframework/web/servlet/FlashMap.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1.jar/org/springframework/web/servlet/i18n/SessionLocaleResolver.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1.jar/org/springframework/web/servlet/mvc/method/annotation/ModelAndViewMethodReturnValueHandler.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1.jar/org/springframework/web/servlet/config/CorsBeanDefinitionParser.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1.jar/org/springframework/web/servlet/support/JspAwareRequestContext.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1.jar/org/springframework/web/servlet/view/AbstractUrlBasedView.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-
jar/org/springframework/web/servlet/i18n/FixedLocaleResolver.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/ThemeResolver.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/view/InternalResourceView.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/tags/Param.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/view/tiles3/TilesConfigurer.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/mvc/method/annotation/RequestAttributeMethodArgumentResolver.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/view/tiles3/TilesConfigurer.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/config/annotation/CorsRegistry.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/resource/HttpResource.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/handler/AbstractHandlerMethodExceptionResolver.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/handler/HandlerInterceptorAdapter.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/view/feed/AbstractRssFeedView.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/view/xslt/XsltViewResolver.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/view/freemarker/FreeMarkerConfig.java
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 */

/* A contract for inspecting and potentially modifying request data values such
 * as URL query parameters or form field values before they are rendered by a
 * view or before a redirect.
 */

**Implementations may use this contract for example as part of a solution**
* to provide data integrity, confidentiality, protection against cross-site request forgery (CSRF), and others or for other tasks such as automatically adding a hidden field to all forms and URLs.

* View technologies that support this contract can obtain an instance to delegate to via [@link RequestContext#getRequestDataValueProcessor()].

* @author Rossen Stoyanchev
* @since 3.1
*/

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* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/support/RequestDataValueProcessor.java

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* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/mvc/annotation/ModelAndViewResolver.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/NoHandlerFoundException.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/tags/HtmlEscapingAwareTag.java
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* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/view/groovy/GroovyMarkupViewResolver.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/view/groovy/GroovyMarkupConfig.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/tags/ArgumentAware.java
* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/handler/SimpleServletHandlerAdapter.java
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* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/mvc/LastModified.java
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* /opt/ws_local/PERMITS_SQL/1068290228_1594347506.98/0/spring-webmvc-5-2-2-release-sources-1-jar/org/springframework/web/servlet/tags/ThemeTag.java
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4.1.43.Final

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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950 (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).

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1.409 spring-boot-starter-tomcat

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1.413 python-setuptools 47.1.0

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* /opt/cola/permits/1141988987_1615255821.85/0/spring-aop-5-2-2-release-sources-2.jar/org/springframework/aop/framework/autoproxy/target/AbstractBeanFactoryBasedTargetSourceCreator.java
* /opt/cola/permits/1141988987_1615255821.85/0/spring-aop-5-2-2-release-sources-2.jar/org/springframework/aop/aspectj/CommonsPool2TargetSource.java
* /opt/cola/permits/1141988987_1615255821.85/0/spring-aop-5-2-2-release-sources-2.jar/org/springframework/aop/framework/adapter/MethodBeforeAdviceInterceptor.java
* /opt/cola/permits/1141988987_1615255821.85/0/spring-aop-5-2-2-release-sources-2.jar/org/springframework/aop/scope/ScopedProxyFactoryBean.java

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* /opt/cola/permits/1141988987_1615255821.85/0/spring-aop-5-2-2-release-sources-2-
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1.424 jackson-dataformat-yaml 2.10.3

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* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/FluxDelaySequence.java
* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/FluxIndex.java
* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/MonoSingleMono.java
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* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/FluxLimitRequest.java
* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/OnNextFailureStrategy.java
* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/FluxBufferTimeout.java
jar/reactor/core/publisher/FluxCreate.java
* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/MonoCollect.java
* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/MonoSink.java
* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/MonoCreate.java
* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/scheduler/BoundedElasticScheduler.java
* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/FluxPublish.java
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* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/GroupedLiftFuseable.java
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* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/FluxDoOnEachFuseable.java
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jar/reactor/core/publisher/QueueDrainSubscriber.java
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* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/MonoDoOnEach.java
* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/ConnectableLiftFuseable.java
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reactor.core.scheduler.ReactorBlockHoundIntegration

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* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/FluxConcatIterable.java
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* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/FluxSubscribeOnValue.java
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* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/FluxWithLatestFrom.java
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* /opt/ws_local/PERMITS_SQL/1068924559_1594435383.24/0/reactor-core-3-3-4-release-sources-jar/reactor/core/publisher/FluxOnBackpressureBuffer.java
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1.430 perl-storable 2.45 3.el7

1.431 maven-artifact 2.0.9

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1.433 sed 4.7 1

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History:
Date       Who                What
28oct1999  dl               Created
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19apr2000  dl               use barrierLock
12jan2001  dl               public release
17nov2001  dl               Minor tunings
20may2002  dl               BarrierLock can now be serialized.
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1.436 webswing-server-war 2.5-SNAPSHOT

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* /opt/cola/permits/1177939630_1625570717.51/0/springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/readers/operation/OperationParameterHeadersConditionReader.java

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* /opt/cola/permits/1177939630_1625570717.51/0/springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/scanners/ApiDocumentationScanner.java
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  jar/springfox/documentation/spring/web/readers/parameter/ExpansionContext.java
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  jar/springfox/documentation/spring/web/readers/parameter/ParameterTypeDeterminer.java
* /opt/cola/permits/1177939630_1625570717.51/0/springfox-spring-web-2-9-2-sources-3-
  jar/springfox/documentation/spring/web/scanners/ResourceGroups.java
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* /opt/cola/permits/1177939630_1625570717.51/0/springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/OperationCachingEquivalence.java
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* /opt/cola/permits/1177939630_1625570717.51/0/springfox-spring-web-2-9-2-sources-3-jar/springfox/documentation/spring/web/scanners/ApiModelReader.java

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1.442 expat 2.1.0-12.el7_9.0atomix1

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@(#) SRCsfile: certdata.txt,v $Revision: 1.80 $Date: 2011/11/03 15:11:58 $

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(For example, a function in a library to compute square roots has
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* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/service/ApiListingScannerPlugin.java
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* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/service/contexts/Orderings.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/service/contexts/OperationContext.java
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* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/service/contexts/DocumentationContextBuilder.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/service/PathDecorator.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/service/ApiListingBuilderPlugin.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/service/PathAdjuster.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/service/OperationBuilderPlugin.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/schema/ModuleNameProviderPlugin.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/service/contexts/ApiSelector.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/service/contexts/DocumentationContext.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/service/PathAdjuster.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/service/ParameterBuilderPlugin.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/schema/AlternateTypeProvider.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/service/contexts/DocumentationContext.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/service/contexts/Defaults.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/service/ExpandedParameterBuilderPlugin.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/service/OperationBuilderPlugin.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/schema/EnumTypeDeterminer.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/service/contexts/PathContext.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-
  jar/springfox/documentation/spi/service/contexts/ApiListingContext.java
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* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/service/ParameterMetadataAccessor.java
* /opt/cola/permits/1177939641_1625570672.78/0/springfox-spi-2-9-2-sources-3-jar/springfox/documentation/spi/schema/SyntheticModelProviderPlugin.java
1.461 linux-kernel 4.14.119atom_3-1

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/* nicstar.c v0.22  Jawaid Bazyar (bazyar@hypermall.com)
  * nicstar.c, M. Welsh (matt.welsh@cl.cam.ac.uk)
  *
  * Hacked October, 1997 by Jawaid Bazyar, Interlink Advertising Services Inc.
  * http://www.hypermall.com/
  * 10/1/97 - commented out CFG_PHYIE bit - we don't care when the PHY
  *  interrupts us (except possibly for removal/insertion of the cable?)
  * 10/4/97 - began heavy inline documentation of the code. Corrected typos
  *  and spelling mistakes.
  * 10/5/97 - added code to handle PHY interrupts, disable PHY on
  *  loss of link, and correctly re-enable PHY when link is
  *  re-established. (put back CFG_PHYIE)
  *
  * Modified to work with the IDT7721 nicstar -- AAL5 (tested) only.
  *
  * R. D. Rechenmacher <ron@fnal.gov>, Aug. 6, 1997
  *
  * Linux driver for the IDT77201 NICStAR PCI ATM controller.
  * PHY component is expected to be 155 Mbps S/UNI-Lite or IDT 77155;
  * see init_nicstar() for PHY initialization to change this. This driver
  * expects the Linux ATM stack to support scatter-gather lists
  * (skb->atm.iovcnt != 0) for Rx skb's passed to vcc->push.
* Implementing minimal-copy of received data:
*   IDT always receives data into a small buffer, then large buffers
*   as needed. This means that data must always be copied to create
*   the linear buffer needed by most non-ATM protocol stacks (e.g. IP)
*   Fix is simple: make large buffers large enough to hold entire
*   SDU, and leave <small_buffer_data> bytes empty at the start. Then
*   copy small buffer contents to head of large buffer.
*   Trick is to avoid fragmenting Linux, due to need for a lot of large
*   buffers. This is done by 2 things:
*   1) skb->destructor / skb->atm.recycle_buffer
*      combined, allow nicstar_free_rx_skb to be called to
*      recycle large data buffers
*   2) skb_clone of received buffers
*   See nicstar_free_rx_skb and linearize_buffer for implementation
*      details.

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* M. Welsh, 6 July 1996
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1.465 error_prone_annotations 2.7.1

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  jar/com/google/errorprone/annotations/CompatibleWith.java
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* /opt/cola/permits/1201423115_1631149789.85/0/error-prone-annotations-2-7-1-sources-1-jar/com/google/errorprone/annotations/concurrent/LockMethod.java
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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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* /opt/cola/permits/1127396312_1611810318.06/0/netty-buffer-4-1-58-final-sources-
jar/io/netty/buffer/UnsafeDirectSwappedByteBuf.java
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* /opt/cola/permits/1127396312_1611810318.06/0/netty-buffer-4-1-58-final-sources-jar/io/netty/buffer/search/MultiSearchProcessorFactory.java
* /opt/cola/permits/1127396312_1611810318.06/0/netty-buffer-4-1-58-final-sources-jar/io/netty/buffer/search/MultiSearchProcessor.java
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* /opt/cola/permits/1127396312_1611810318.06/0/netty-buffer-4-1-58-final-sources-jar/io/netty/buffer/search/package-info.java
* /opt/cola/permits/1127396312_1611810318.06/0/netty-buffer-4-1-58-final-sources-jar/io/netty/buffer/SizeClassesMetric.java
* /opt/cola/permits/1127396312_1611810318.06/0/netty-buffer-4-1-58-final-sources-jar/io/netty/buffer/LongLongHashMap.java
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* /opt/cola/permits/1127396312_1611810318.06/0/netty-buffer-4-1-58-final-sources-
  jar/io/netty/buffer/PoolChunkMetric.java
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  jar/io/netty/buffer/PoolChunkListMetric.java
* /opt/cola/permits/1127396312_1611810318.06/0/netty-buffer-4-1-58-final-sources-
  jar/io/netty/buffer/AbstractUnsafeSwappedByteBuf.java
* /opt/cola/permits/1127396312_1611810318.06/0/netty-buffer-4-1-58-final-sources-
  jar/io/netty/buffer/PoolUnpooledDuplicatedByteBuf.java
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* /opt/cola/permits/1127396312_1611810318.06/0/netty-buffer-4-1-58-final-sources-jar/io/netty/buffer/AbstractByteBuf.java
* /opt/cola/permits/1127396312_1611810318.06/0/netty-buffer-4-1-58-final-sources-jar/io/netty/buffer/PoolChunkList.java
* /opt/cola/permits/1127396312_1611810318.06/0/netty-buffer-4-1-58-final-sources-jar/io/netty/buffer/UnpooledUnsafeDirectByteBuf.java
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* /opt/cola/permits/1127396312_1611810318.06/0/netty-buffer-4-1-58-final-sources-jar/io/netty/buffer/PoolByteBuf.java
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1.475 go-toml 1.9.3

1.475.1 Available under license:
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localtime.go, localtime_test.go:

Originals:
https://raw.githubusercontent.com/googleapis/google-cloud-go/ed46f5086358513cf8c25f8e3f022cb838a49f66/civil/civil.go
https://raw.githubusercontent.com/googleapis/google-cloud-go/ed46f5086358513cf8c25f8e3f022cb838a49d66/civil/civil_test.go

Changes:
* Renamed files from civil* to localtime*.
* Package changed from civil to toml.
* 'Local' prefix added to all structs.

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1.477 selinux 3.0-1build2

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1.478 libsemanage 2.5-14.el7_9.0atomix1

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1.483 perl-time-hires 1.9725 3.el7

1.484 jackson-databind 2.9.9.2

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1.485 jctools-core 3.0.0

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```xml
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</developer>
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</developer>
<developer>
<url>https://github.com/RichardWarburton</url>
</developer>
<developer>
<url>https://github.com/kay</url>
</developer>
<developer>
<url>https://github.com/franz1981</url>
</developer>
</developers>

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<java.test.version>1.8</java.test.version>
<maven.compiler.source>${java.version}</maven.compiler.source>
<maven.compiler.target>${java.version}</maven.compiler.target>
<maven.compiler.testSource>${java.test.version}</maven.compiler.testSource>
<maven.compiler.testTarget>${java.test.version}</maven.compiler.testTarget>
<hamcrest.version>1.3</hamcrest.version>
<junit.version>4.12</junit.version>
<guava-testlib.version>21.0</guava-testlib.version>
</properties>
</project>

Found in path(s):
* /opt/cola/permits/1177956791_1625584358.42/0/jctools-core-3-0-0-5-jar/META-INF/maven/org.jctools/jctools-core/pom.xml
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Manifest-Version: 1.0
Bnd-LastModified: 1578049665284
Build-Jdk: 1.8.0_232
Built-By: yak
1.486 jfreechart 1.0.13

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1.487 commons-cli 1.1

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1.488 spring-context 5.2.5.RELEASE

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/**
* [@link FactoryBean] that obtains a WebSphere [@link javax.management.MBeanServer] reference through WebSphere's proprietary [@code AdminServiceFactory] API,
* available on WebSphere 5.1 and higher.
* 
* <p>Exposes the [@code MBeanServer] for bean references.
*
<p>This <code>FactoryBean</code> is a direct alternative to <code>MBeanServerFactoryBean</code>, which uses standard JMX 1.2 API to access the platform's <code>MBeanServer</code>.</p>


<p>@author Juergen Hoeller</p>

<p>@author Rob Harrop</p>

<p>@since 2.0.3</p>

<p>@see javax.management.MBeanServer</p>

<p>@see MBeanServerFactoryBean</p>

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* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1.jar/org/springframework/validation/MapBindingResult.java

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/**
**
** Indicates that a component is only eligible for registration when all
** { @link plain #value specified conditions } match.
**
** <p>A <em>condition</em> is any state that can be determined programatically
** before the bean definition is due to be registered (see @link Condition for details).
**
** <p>The { @code @Conditional } annotation may be used in any of the following ways:
** <ul>
**      <li>as a type-level annotation on any class directly or indirectly annotated with
**      { @code @Component }, including { @link Configuration @Configuration } classes</li>
**      <li>as a meta-annotation, for the purpose of composing custom stereotype
** annotations</li>
**      <li>as a method-level annotation on any { @link Bean @Bean } method</li>
**   </ul>
If a `@Configuration` class is marked with `@Conditional`, all of the `@Bean` methods, `@Import @Import` annotations, and `@ComponentScan @ComponentScan` annotations associated with that class will be subject to the conditions.

NOTE: Inheritance of `@Conditional` annotations is not supported; any conditions from superclasses or from overridden methods will not be considered. In order to enforce these semantics, `@Conditional` itself is not declared as `@Inherited`; furthermore, any custom `<em>composed annotation</em>` that is meta-annotated with `@Conditional` must not be declared as `@Inherited`.

@since 4.0
@see Condition
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/context/annotation/Conditional.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/context/support/GenericXmlApplicationContext.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/cache/annotation/Cacheable.java

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* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/context/support/GenericXmlApplicationContext.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/cache/annotation/Cacheable.java
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* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/context/annotation/ConflictingBeanDefinitionException.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/context/annotation/ImportAware.java
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 */

/**
 * Abstract the invocation of a cache operation.
 * <p>Does not provide a way to transmit checked exceptions but
 * provide a special exception that should be used to wrap any
 * exception that was thrown by the underlying invocation.
 * Callers are expected to handle this issue type specifically.
 */

@since 4.1

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1.jar/org/springframework/cache/interceptor/CacheOperationInvoker.java
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  jar/org/springframework/scheduling/annotation/AsyncAnnotationBeanPostProcessor.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
  jar/org/springframework/context/annotation/BeanMethod.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
  jar/org/springframework/context/annotation/DependsOn.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
  jar/org/springframework/cache/annotation/ProxyCachingConfiguration.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
  jar/org/springframework/validation/BeanPropertyBindingResult.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
  jar/org/springframework/scripting/support/ScriptFactoryPostProcessor.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
  jar/org/springframework/jmx/export/metadata/ManagedAttribute.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
  jar/org/springframework/format/datetime/standard/DateTimeFormatterFactory.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
  jar/org/springframework/jmx/access/NotificationListenerRegistrar.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
  jar/org/springframework/remoting/support/RemotingSupport.java
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* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
  jar/org/springframework/jmx/access/NotificationListenerRegistrar.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
  jar/org/springframework/remoting/support/RemotingSupport.java
jar/org/springframework/context/support/GenericGroovyApplicationContext.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/remoting/rmi/RmiInvocationWrapper.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/context/annotation/EnableLoadTimeWeaving.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/validation/MessageCodeFormatter.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/validation/BindingResult.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/remoting/rmi/RmiRegistryFactoryBean.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/scripting/ScriptCompilationException.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/validation/FieldError.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/jmx/export/naming/KeyNamingStrategy.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/validation/Validator.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/context/expression/StandardBeanExpressionResolver.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/context/annotation/ScopedProxyCreator.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/cache/support/AbstractValueAdaptingCache.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/jmx/export/MBeanExportOperations.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/jmx/support/MBeanRegistrationSupport.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/scheduling/concurrent/DefaultManagedAwareThreadFactory.java
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* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1.jar/org/springframework/context/annotation/FilterType.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1.jar/org/springframework/scheduling/concurrent/CustomizableThreadFactory.java
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* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1.jar/org/springframework/context/i18n/TimeZoneAwareLocaleContext.java
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* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1.jar/org/springframework/context/support/MessageSourceResourceBundle.java
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* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/format/number/CurrencyStyleFormatter.java
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* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/jmx/support/MetricType.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/context/weaving/LoadTimeWeaverAwareProcessor.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/format/number/NumberStyleFormatter.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/jmx/export/metadata/ManagedMetric.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/stereotype/Component.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/cache/interceptor/CacheErrorHandler.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/scheduling/support/MethodInvokingRunnable.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/scheduling/executor/ThreadPoolTaskExecutor.java
* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/instrument/classloading/glassfish/GlassFishLoadTimeWeaver.java
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* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/scheduling/concurrent/DefaultManagedTaskExecutor.java
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* /opt/ws_local/PERMITS_SQL/1068412579_1594397372.64/0/spring-context-5-2-5-release-sources-1-jar/org/springframework/module/jmx/module/ExtensionLoader.java
jar/org/springframework/jndi/TypeMismatchNamingException.java
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* /opt/ws_local/PERMITS_SQL/1068412579_1594937372.64/0/spring-context-5-2-5-release-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068412579_1594937372.64/0/spring-context-5-2-5-release-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068412579_1594937372.64/0/spring-context-5-2-5-release-sources-1-
jar/org/springframework/instrument/classloading/SimpleThrowawayClassLoader.java
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zip/lombok/installer/eclipse/MyEclipseLocationProvider.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/delombok/PrettyPrinter.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/installer/eclipse/StandardProductDescriptor.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/installer/eclipse/EclipseProductDescriptor.java

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  zip/lombok/eclipse/handlers/HandleFieldNameConstants.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/experimental/FieldNameConstants.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/launch/AnnotationProcessor.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/javac/handlers/HandleFieldNameConstants.java

* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/delombok/UnicodeEscapeWriter.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/eclipse/agent/package-
  info.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/apt/package-
  info.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/installer/package-
  info.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/delombok/UnicodeEscapeWriter.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/AccessLevel.java
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  zip/lombok/javac/handlers/singulars/JavacGuavaSetListSingularizer.java
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zip/lombok/javac/handlers/HandleConstructor.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/apt/LombokFileObjects.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/handlers/HandleVal.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/eclipse/agent/PatchVal.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/bytecode/ClassFileMetaData.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/apt/InterceptingJavaFileManager.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/eclipse/handlers/HandleVal.java
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zip/lombok/var.java

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zip/lombok/javac/CompilerMessageSuppressor.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/java7/CommentCollectingScannerFactory.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/java6/CommentCollectingScanner.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/java7/CommentCollectingScanner.java
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zip/lombok/javac/java6/CommentCollectingScannerFactory.java

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zip/lombok/eclipse/EclipseImportList.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/core/configuration/ConfigurationResolver.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/Java6BasedLombokOptions.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/core/debug/FileLog.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/core/configuration/TypeName.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/core/configuration/ConfigurationValueParser.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/core/JavaIdentifiers.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/delombok/LombokOptionsFactory.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/Java8/CommentCollectingTokenizer.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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  zip/lombok/eclipse/agent/PatchExtensionMethodCompletionProposalPortal.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/bytecode/PoolConstantsApp.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/core/PublicApiCreatorApp.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/experimental/PackagePrivate.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/experimental/NonFinal.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/eclipse/agent/PatchDelegatePortal.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/eclipse/agent/PatchDelegatePortal.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/eclipse/agent/PatchDiagnosticPortal.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/eclipse/agent/PatchMethodCompletionProposalPortal.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/eclipse/DeferUntilPostDiet.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/Javac9BasedLombokOptions.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/PackageName.java

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* zip/lombok/javac/handlers/singulars/JavacGuavaSingularizer.java
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* zip/lombok/eclipse/agent/PatchExtensionMethod.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
* zip/lombok/javac/handlers/HandleAccessors.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
* zip/lombok/core/debug/DebugSnapshot.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
* zip/lombok/core/debug/package-info.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
* zip/lombok/eclipse/handlers/HandleValue.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
* zip/lombok/javac/handlers/HandleWither.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
* zip/lombok/handlers/HandleExtensionMethod.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/eclipse/handlers/HandleExtensionMethod.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/core/debug/DebugSnapshotStore.java
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  zip/lombok/extern/slf4j/XSlf4j.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/experimental/Wither.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/experimental/ExtensionMethod.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/Value.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/experimental/FieldDefaults.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/experimental/Accessors.java

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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/Javac8BasedLombokOptions.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/ConfigurationKeys.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/extern/log4j/Log4j2.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/java9/CommentCollectingParser.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/java9/CommentCollectingParserFactory.java

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  zip/lombok/eclipse/handlers/HandleHelper.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/Generated.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/javac/handlers/HandleHelper.java

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  zip/lombok/CompilerMessageMatcher.java
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  zip/lombok/eclipse/handlers/singualrs/EclipseGuavaTableSingularizer.java
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  zip/lombok/experimental/UtilityClass.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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  zip/lombok/javac/handlers/HandleUtilityClass.java

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  zip/lombok/experimental/Helper.java
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  zip/lombok/core/GuavaTypeMap.java

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  zip/lombok/core/configuration/ConfigurationProblemReporter.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources- 
  zip/lombok/core/Augments.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources- 
  zip/lombok/core/FieldAugment.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources- 
  zip/lombok/eclipse/EclipseAugments.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources- 
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources- 
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources- 
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources- 
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  zip/lombok/core/configuration/ExampleValueString.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources- 
  zip/lombok/eclipse/handlers/HandleAccessors.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources- 
  zip/lombok/eclipse/handlers/package-info.java

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  zip/lombok/javac/LombokOptions.java
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  zip/lombok/bytecode/PreventNullAnalysisRemover.java
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  zip/lombok/eclipse/agent/PatchDelegate.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/javac/handlers/HandleDelegate.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/bytecode/SneakyThrowsRemover.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/core/runtimeDependencies/CreateLombokRuntimeApp.java

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  zip/lombok/javac/handlers/singualars/JavacJavaUtilMapSingularizer.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-.zip/lombok/core/configuration/ConfigurationParser.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/TreeMirrorMaker.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/launch/PatchFixesHider.java

Found in path(s):
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/JavacASTVisitor.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/eclipse/TransformEclipseAST.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/eclipse/EclipseNode.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/JavacAnnotationHandler.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/eclipse/EclipseAnnotationHandler.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/eclipse/EclipseASTVisitor.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/JavacASTAdapter.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/Data.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/Getter.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/SneakyThrows.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/package-info.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/Lombok.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/JavacTransformer.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/core/Version.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/handlers/HandleGetter.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/Synchronized.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/installer/eclipse/EclipseProductLocation.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/eclipse/handlers/HandleSetter.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/javac/JavacAST.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/InstallerGUI.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/Setter.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/handlers/HandleSetter.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/experimental/package-
info.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/delombok/Delombok.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/Cleanup.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/launch/ShadowClassLoader.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/LombokTestSource.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/core/configuration/FileSystemSourceCache.java
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  zip/lombok/installer/eclipse/JbdsLocationProvider.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/installer/eclipse/RhdsLocationProvider.java

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  zip/lombok/core/LombokInternalAliasing.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/core/handlers/HandlerUtil.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/javac/handlers/HandleBuilder.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/transform/TestWithDelombok.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/transform/TestSourceFiles.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/core/TypeLibrary.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/delombok/ant/DelombokTask.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/delombok/ant/DelombokTaskImpl.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/eclipse/agent/EclipsePatcher.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/eclipse/agent/EclipsePatch.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/core/TypeResolver.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-zip/lombok/transform/TestWithEcj.java

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  zip/lombok/EqualsAndHashCode.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/javac/apt/LombokProcessor.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/core/AnnotationProcessor.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/javac/handlers/HandleData.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/javac/handlers/JavacHandlerUtil.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/delombok/DocCommentIntegrator.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/eclipse/handlers/HandleToString.java
* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
  zip/lombok/eclipse/handlers/EclipseHandlerUtil.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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  zip/lombok/core/runtimeDependencies/package-info.java
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
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* /opt/cola/permits/1136828559_1618246426.83/0/449-lombok-1-16-22-sources-
zip/lombok/javac/handlers/HandleCleanup.java

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1.498 annotation-indexer 2.1.3.Final

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* /opt/cola/permits/1209153911_1633017691.39/0/jandex-2-1-3-final-sources-jar/org/jboss/jandex/Indexer.java
* /opt/cola/permits/1209153911_1633017691.39/0/jandex-2-1-3-final-sources-
/*
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*/

Found in path(s):
  */opt/cola/permits/1209153911_1633017691.39/0/jandex-2-1-3-final-sources-jar/org/jboss/jandex/TypeVariable.java
  */opt/cola/permits/1209153911_1633017691.39/0/jandex-2-1-3-final-sources-jar/org/jboss/jandex/IndexReaderV2.java
  */opt/cola/permits/1209153911_1633017691.39/0/jandex-2-1-3-final-sources-jar/org/jboss/jandex/ThrowsTypeTarget.java
  */opt/cola/permits/1209153911_1633017691.39/0/jandex-2-1-3-final-sources-jar/org/jboss/jandex/GenericSignatureParser.java
  */opt/cola/permits/1209153911_1633017691.39/0/jandex-2-1-3-final-sources-jar/org/jboss/jandex/MethodParameterTypeTarget.java
  */opt/cola/permits/1209153911_1633017691.39/0/jandex-2-1-3-final-sources-jar/org/jboss/jandex/AnnotationTargetFilterCollection.java
  */opt/cola/permits/1209153911_1633017691.39/0/jandex-2-1-3-final-sources-jar/org/jboss/jandex/TypeParameterTypeTarget.java
  */opt/cola/permits/1209153911_1633017691.39/0/jandex-2-1-3-final-sources-jar/org/jboss/jandex/TypeParameterBoundTypeTarget.java
  */opt/cola/permits/1209153911_1633017691.39/0/jandex-2-1-3-final-sources-jar/org/jboss/jandex/UnresolvedTypeVariable.java
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  */opt/cola/permits/1209153911_1633017691.39/0/jandex-2-1-3-final-sources-jar/org/jboss/jandex/MethodInfoGenerator.java
  */opt/cola/permits/1209153911_1633017691.39/0/jandex-2-1-3-final-sources-jar/org/jboss/jandex/FieldInfoGenerator.java
1.499 openssl 1.1.1a

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Metadata-Version: 1.1
Name: nested-lookup
Version: 0.2.17
Summary: Python functions for working with deeply nested documents (lists and dicts)
Home-page: https://github.com/russellballestrini/nested-lookup
Author: Russell Ballestrini
Author-email: russell@ballestrini.net
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Description: nested_lookup

Make working with JSON, YAML, and XML document responses fun again!

The `nested_lookup` package provides many Python functions for working with deeply nested documents. A document in this case is a mixture of Python dictionary and list objects typically derived from YAML or JSON.

*nested_lookup:*
   Perform a key lookup on a deeply nested document.
   Returns a `list` of matching values.
*nested_update:*  
Given a document, find all occurrences of the given key and update the value.  
By default, returns a copy of the document.  
To mutate the original specify the `in_place=True` argument.

*nested_delete:*  
Given a document, find all occurrences of the given key and delete it.  
By default, returns a copy of the document.  
To mutate the original specify the `in_place=True` argument.

*nested_alter:*  
Given a document, find all occurrences of the given key and alter it with a callback function  
By default, returns a copy of the document.  
To mutate the original specify the `in_place=True` argument.

*get_all_keys:*  
Fetch all keys from a deeply nested dictionary.  
Returns a `list` of keys.

*get_occurrence_of_key/get_occurrence_of_value:*  
Returns the number of occurrences of a key/value from a nested dictionary.

For example function invocations, please see the tutorial.

.. contents::

install

========

install from pypi using pip::

    pip install nested-lookup

or easy_install::

    easy_install nested-lookup

or install from source using::

    git clone https://github.com/russellballestrini/nested-lookup.git
    cd nested-lookup
    pip install .

    quick tutorial

             =============
from nested_lookup import nested_lookup

document = [ { 'taco' : 42 } , { 'salsa' : [ { 'burrito' : { 'taco' : 69 } } ] } ]

print(nested_lookup('taco', document))
[42, 69]

from nested_lookup import nested_update, nested_delete

nested_update(document, key='burrito', value='Test')
[['taco': 42], ['salsa': ['burrito': 'Test']]]

nested_delete(document, 'taco')
[{}, ['salsa': ['burrito': {}]]]

*Nested Alter*:
write a callback function which processes a scalar value.
Be aware about the possible types which can be passed to the callback functions.
In this example we can be sure that only int will be passed, in production you should check the type because it
could be anything.

from nested_lookup import nested_alter

def callback(data):
    return data + 10 # add 10 to every taco prize

The alter-version only works for scalar input (one dict), if you need to adress a list of dicts, you have to
manually iterate over those and pass them to nested_update one by one

get_all_keys(document)
['taco', 'salsa', 'burrito', 'taco']
>>> from nested_lookup import get_occurrence_of_key, get_occurrence_of_value

>>> get_occurrence_of_key(document, key='taco')
2

>>> get_occurrence_of_value(document, value='42')
1

longer tutorial
===============

You may control the function's behavior by passing some optional arguments.

wild (defaults to `False`):
if `wild` is `True`, treat the given `key` as a case insensitive substring when performing lookups.

with_keys (defaults to `False`):
if `with_keys` is `True`, return a dictionary of all matched keys and a list of values.

For example, given the following document:

.. code-block:: python

from nested_lookup import nested_lookup

my_document = {
    'name': 'Russell Ballestrini',
    'email_address': 'test1@example.com',
    'other': {
        'secondary_email': 'test2@example.com',
        'EMAIL_RECOVERY': 'test3@example.com',
        'email_address': 'test4@example.com',
    },
},

Next, we could act `wild` and find all the email addresses like this:

.. code-block:: python

results = nested_lookup(
    key = 'mail',
    document = my_document,
    wild = True
)
print(results)

.. code-block:: python

['test1@example.com', 'test4@example.com', 'test2@example.com', 'test3@example.com']

Additionally, if you also needed the matched key names, you could do this:

.. code-block:: python

results = nested_lookup(
    key = 'mail',
    document = my_document,
    wild = True,
    with_keys = True,
)

print(results)

.. code-block:: python

{
    'email_address': ['test1@example.com', 'test4@example.com'],
    'secondary_email': ['test2@example.com'],
    'EMAIL_RECOVERY': ['test3@example.com']
}

To Get / Delete / Update a key->value pair in nested document

.. code-block:: python

from nested_lookup import nested_update, nested_delete

result = nested_delete(my_document, 'EMAIL_RECOVERY')

print(result)  # result => {'other': {'secondary_email': 'test2@example.com', 'email_address': 'test4@example.com'}, 'email_address': 'test1@example.com', 'name': 'Russell Ballestrini'}

result = nested_update(my_document, key='other', value='Test')

print(result)  # result => {'other': 'Test', 'email_address': 'test1@example.com', 'name': 'Russell Ballestrini'}

To get a list of every nested key in a document, run this:

.. code-block:: python
from nested_lookup import get_all_keys

keys = get_all_keys(my_document)

print(keys)

.. code-block:: python

    ['name', 'email_address', 'other', 'secondary_email', 'EMAIL_RECOVERY', 'email_address']

To get the number of occurrence of the given key/value

.. code-block:: python

    from nested_lookup import get_occurrence_of_key, get_occurrence_of_value

    no_of_key_occurrence = get_occurrence_of_key(my_document, key='email_address')

    print(no_of_key_occurrence)  # result => 2

    no_of_value_occurrence = get_occurrence_of_value(my_document, value='test2@example.com')

    print(no_of_value_occurrence)  # result => 1

misc
=====

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Platform: All
Classifier: Programming Language :: Python :: 2.6
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1.521 hsql-db 2.3.0

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* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/RowAVL.java
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 */
/**

Comprehensive information about the database as a whole.

This interface is implemented by driver vendors to let users know the capabilities
of a Database Management System (DBMS) in combination with
the driver based on JDBC<sup>TM</sup> technology
("JDBC driver") that is used with it. Different relational DBMSs often support
different features, implement features in different ways, and use different
data types. In addition, a driver may implement a feature on top of what the
DBMS offers. Information returned by methods in this interface applies
* to the capabilities of a particular driver and a particular DBMS working
* together. Note that as used in this documentation, the term "database" is
* used generically to refer to both the driver and DBMS.
* <p>
* A user for this interface is commonly a tool that needs to discover how to
* deal with the underlying DBMS. This is especially true for applications
* that are intended to be used with more than one DBMS. For example, a tool might use the method
* <code>getTypeInfo</code> to find out what data types can be used in a
* <code>CREATE TABLE</code> statement. Or a user might call the method
* <code>supportsCorrelatedSubqueries</code> to see if it is possible to use
* a correlated subquery or <code>supportsBatchUpdates</code> to see if it is
* possible to use batch updates.
* <p>
* Some <code>DatabaseMetaData</code> methods return lists of information
* in the form of <code>ResultSet</code> objects.
* Regular <code>ResultSet</code> methods, such as
* <code>getString</code> and <code>getInt</code>, can be used
* to retrieve the data from these <code>ResultSet</code> objects. If
* a given form of metadata is not available, an empty <code>ResultSet</code>
* will be returned. Additional columns beyond the columns defined to be
* returned by the <code>ResultSet</code> object for a given method
* can be defined by the JDBC driver vendor and must be accessed
* by their <B>column label</B>.
* <p>
* Some <code>DatabaseMetaData</code> methods take arguments that are
* String patterns. These arguments all have names such as fooPattern.
* Within a pattern String, "%" means match any substring of 0 or more
* characters, and "_" means match any one character. Only metadata
* entries matching the search pattern are returned. If a search pattern
* argument is set to <code>null</code>, that argument's criterion will
* be dropped from the search.
* <p>
* A method that gets information about a feature that the driver does not
* support will throw an <code>SQLException</code>.
* In the case of methods that return a <code>ResultSet</code>
* object, either a <code>ResultSet</code> object (which may be empty) is
* returned or an <code>SQLException</code> is thrown.
* <!-- start release-specific documentation -->
* <div class="ReleaseSpecificDocumentation">
* <h3>HSQLDB-Specific Information:</h3> <p>
* <h4>Metadata Table Production</h4>
* Starting with HSQLDB 1.7.2, the metadata table (a.k.a system table) production
* implementation provided in the default build filters metadata based on each
* SQL session user's access rights which in turn lifts the pre-HSQLDB 1.7.2
* restriction that only users with the DBA role
* ("admin" users in older HSQLDB parlance) could expect trouble-free access to
* all metadata.<p>
* 
* Also starting with HSQldb 1.7.2, the metadata table production implementation
* classes are loaded dynamically, using a precedence policy to find and load
* the richest producer available at runtime. In the event that no better
* alternative is found, the default minimal (completely restricted) provider
* is selected. Under this scheme, it is possible for third party packagers to
* create custom distributions targeted at supporting full (design-time),
* custom-written (proprietary / micro environment), minimal (production-time)
* or completely-restricted (space-constrained | device embedded | real-time |
* hostile environment) metadata table production scenarios. To learn more
* about this option, interested parties can review the documentation and source
* code for the <code>org.hsqldb.dbinfo.DatabaseInformation class</code>.<p>
* 
* Please also note that in addition to the metadata tables produced to
* directly support this class, starting with HSQldb 1.7.2, the default build
* provides many additional tables covering all or most HSQldb features, such
* as descriptions of the triggers and aliases defined in the database. <p>
* 
* For instance, in the default build, a fairly comprehensive description of
* each INFORMATION_SCHEMA table and each INFORMATION_SCHEMA column
* is included in the REMARKS column of the { @link #getTables(
* java.lang.String, java.lang.String, java.lang.String, java.lang.String[]}
* getTables(...) and { @link #getColumns(java.lang.String, java.lang.String,
* java.lang.String, java.lang.String) getColumns(...) } results, which derive
* from INFORMATION_SCHEMA.SYSTEM_TABLES and INFORMATION_SCHEMA.SYSTEM_COLUMNS,
* respectively.<p>
* 
* <h4>Schema Metadata</h4>
* 
* The SQL SCHEMA concept became fully supported in the HSQldb 1.8.x series and
* this fact is reflected in the all subsequent versions of this class.
* 
* <h4>Catalog Metadata</h4>
* 
* Starting with HSQldb 2.0, SQL standards compliance up to SQL:2008 and beyond
* is a major theme which is reflected in the provision of the majority of the
* standard-defined full-name INFORMATION_SCHEMA views. <p>
* 
* However, just as CATALOG semantics and handling are still considered to be
* implementation defined by the most recent SQL standard (SQL:2008), so is the
* HSQldb CATALOG concept still in the process of being defined and refined in
* HSQldb 2.x. and beyond.<p>
* 
* Previous to HSQldb 2.x, there were, at various points in time, experimental
* features provided to turn on pseudo catalog (and before that, pseudo-schema)
* reporting in the system tables, using the database properties
* 'hsqldb.catalogs' and 'hsqldb.schemas', respectively.<p>
* However, once the engine fully supported the SQL SCHEMA concept, the?
* experimental 'hsqldb.schemas' database property was retired. <p>

* Similarly, starting with HSQLDB 2.x, the 'hsqldb.catalogs' database property
* has been retired and replaced with the convention that, from the perspective
* of SQL identification, an HSQLDB JDBC URL connects to a single HSQLDB
* database instance which consists of a single, default CATALOG
* named PUBLIC in which each SCHEMA instance of the database resides. The name of
* this catalog can be changed with the ALTER CATALOG <name> RENAME TO statement.
* As of version 2.1.0, HSQLDB supports qualification by the containing CATALOG of
* database objects at the syntactic level, but does not yet support operations
* such as opening, manipulating or querying against multiple database
* catalogs within a single session, not even in a one-at-a-time fashion.<p>

* <h4>Index Metadata</h4>

* It must still be noted that as of the most recent release, HSQLDB continues
* to ignore the <code>approximate</code> argument of [@link #getindexinfo
* getIndexInfo()] which continues to be simply indicative of absence of a fully
* statistics-driven cost-based SQL plan optimization facility. When,
* such a facility is implemented, corresponding improvements to
* <code>getindexinfo</code> will be provided. <p>

* <h4>Notes for developers extending metadata table production</h4>

* Note that in the absence of an ORDER BY clause, queries against the metadata
* tables that directly support this class are expected to return rows in JDBC
* contract order. The reason for this is that results typically come
* back much faster when no "ORDER BY" clause is used. <p>

* As such, when adding, extending or replacing a JDBC database metadata table
* production routine, developers need to be aware of this fact and either add the
* contract "ORDER BY" clause to the driving SQL or, when possible,
* preferably maintain rows in the contract order by correctly coding the
* primary index definition in the table producer class.<p>

* <hr>

* <b>JRE 1.1.x Notes:</b> <p>

* In general, JDBC 2 support requires Java 1.2 and above, and JDBC3 requires
* Java 1.4 and above. In HSQLDB, support for methods introduced in different
* versions of JDBC depends on the JDK version used for compiling and building
* HSQLDB.<p>

* Since 1.7.0, it is possible to build the product so that
* all JDBC 2 methods can be called while executing under the version 1.1.x
However, some of these method calls require `int` values that are defined only in the JDBC 2 or greater version of the `java.sql.ResultSet` interface. For this reason, when the product is compiled under JDK 1.1.x, these values are defined in `JDBCResultSet`.

In a JRE 1.1.x environment, calling JDBC 2 methods that take or return the JDBC2-only `ResultSet` values can be achieved by referring to them in parameter specifications and return value comparisons, respectively, as follows:

```java
JDBCResultSet.FETCH_FORWARD
JDBCResultSet.TYPE_FORWARD_ONLY
JDBCResultSet.TYPE_SCROLL_INSENSITIVE
JDBCResultSet.CONCUR_READ_ONLY
// etc
```

However, please note that code written in such a manner will not be compatible for use with other JDBC 2 drivers, since they expect and use `<code>ResultSet</code>`, rather than `<code>JDBCResultSet</code>`. Also, note, this feature is offered solely as a convenience to developers who must work under JDK 1.1.x due to operating constraints, yet wish to use some of the more advanced features available under the JDBC 2 specification.

(fredt@users)
(boucherb@users)

@end release-specific documentation -->

@author Campbell Boucher-Burnet (boucherb@users dot sourceforge.net)
@author Fred Toussi (fredt@users dot sourceforge.net)
@version 2.0.1
@revised JDK 1.6, HSQLDB 2.0
@revised JDK 1.7, HSQLDB 2.0.1
@see org.hsqldb.dbinfo.DatabaseInformation
@see org.hsqldb.dbinfo.DatabaseInformationMain
@see org.hsqldb.dbinfo.DatabaseInformationFull

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```
/op/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/jdbc/JDBCDatabaseMetaData.java
```

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* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/rowio/RowOutputBinaryEncode.java
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/lib/LineReader.java

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* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/lib/OrderedLongKeyHashMap.java
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/lib/LongDeque.java
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/server/HsqlSocketFactorySecure.java
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/test/TestKarl.java
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/lib/OrderedHashSet.java
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/util/ConnectionDialog.java
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/test/TestInstantiation.java
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/cmdline/sqltool.flex
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/lib/OrderedHashSet.java
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/util/ConnectionDialog.java
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/lib/HsqlTaskQueue.java
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/test/TestCollation.java
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/lib/ClosableByteArrayOutputStream.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/ExpressionValue.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/StatementSchemaDefinition.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/error/Error.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/RangeVariableResolver.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/types/NullType.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/lib/MD5.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/lib/LongKeyLongValueHashMap.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/lib/ClientConnectionHTTP.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/result/ResultConstants.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/scriptio/ScriptWriterText.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/DatabaseManager.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/lib/tar/DbBackup.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/cmdline/SqlToolSprayer.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/persist/PersistentStoreCollectionSession.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/auth/DenyException.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/navigator/RowSetNavigatorDataChangeMemory.java
* /opt/cola/permits/113670099_1613864547.75/0/hsqldb-2-3-0-sources-3-jar/org/hsqldb/RowActionBase.java
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<td>/opt/cola/permits/1136700099_1613864547.75/jar/org/hsqldb/persist/LobManager.java</td>
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/* These are commands which may contain nested commands and/or which
 * require the closing semicolon to sent to the DB engine.
 * The BEGIN and DECLARE needed for PL/SQL probably do not need to
 * terminate the line, as we have it specified here, but I'd rather not be
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  jar/org/hsqldb/index/IndexAVLMemory.java

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?q to Quit.
\? lists Special Commands.
:? lists Edit-Buffer/History commands.
*? lists PL commands.
/? displays help on how to set and use macros (incl. functions).

SPECIAL Commands begin with \ and execute when you hit ENTER.
EDIT-BUFFER / HISTORY Commands begin with : and execute when you hit ENTER.
PROCEDURAL LANGUAGE commands begin with */* and end when you hit ENTER.
MACRO executions and definitions begin with / and end when you hit ENTER.
All other lines comprise SQL Statements (or comments).
SQL Statements are terminated by either unquoted '; ' (which executes the statement), or a blank line (which moves the statement into the edit buffer.
without executing).
After turning on variable expansion with command "*" (or any other PL
command), PL variables may be used in most commands like so: *{PLVARNAME}.
Be aware when using regular expressions on commands, that the regex.s
operate only on the command text after the * or \ prefix, if any.

Found in path(s):
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-
jar/org/hsqldb/cmdline/sqltool/SqlFile.banner.text
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jar/org/hsqldb/util/preprocessor/Parser.java
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-
jar/org/hsqldb/util/preprocessor/Tokenizer.java
* /opt/cola/permits/1136700099_1613864547.75/0/hsqldb-2-3-0-sources-3-
jar/org/hsqldb/util/preprocessor/BasicResolver.java
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/**
 * provides cross-package access to the proprietary (i.e. non-JDBC)
 * HSQLDB session interface. <P>
 *
 * @return the underlying sessionProxy for this connection
 */

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  jar/org/hsqldb/jdbc/JDBCConnection.java

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* erikcederstrand <http://code.google.com/u/erikcederstrand/>
* NTLM-authenticated HTTPSConnectionPool
* Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
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* Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>
* Non-multipart encoding for POST requests

* p.dobrogost <http://code.google.com/u/@WBRSRIBZDhBFXQB6/>
* Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>
* Bugfixes, suggestions, Requests integration

* georgemarshall <https://github.com/georgemarshall>
* Bugfixes, Improvements and Test coverage

* Thomas Kluyver <thomas@kluyver.me.uk>
* Python 3 support

* brandon-rhodes <http://rhodesmill.org/brandon>
* Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>
* IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>
* Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>
* Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>
* Support for TLS SNI
* API unification of ssl_version/cert_reqs
* SSL fingerprint and alternative hostname verification
* Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
  * Correct six.moves conflict
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravellosystems.com>
  * Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>
  * Stream method for Response objects.
  * Return native strings in header values.
  * Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
  * Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
* Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HTTPHeaderDict and associated tests and docs
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <https://grunseid.com>
  * source_address support and tests (with https://github.com/bui)

* Ian Cordasco <graffatcolmingov@gmail.com>
  * PEP8 Compliance and Linting
  * Add ability to pass socket options to an HTTP Connection

* Erik Tollerud <erik.tollerud@gmail.com>
  * Support for standard library io module.

* Krishna Prasad <kprasad.iitd@gmail.com>
  * Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
  * Added Url.url, which unparses a Url

* Evgeny Kapun <abacabadabacaba@gmail.com>
  * Bugfixes

* Benjamen Meyer <bm_witness@yahoo.com>
  * Security Warning Documentation update for proper capture

* Shivan Sornarajah <github@sornars.com>
  * Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
  * Updates to the default SSL configuration

* Tomas Tomecek <ttomecek@redhat.com>
  * Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
  * Respect the warning preferences at import.
* David D. Riddle <ddriddle@illinois.edu>
  * IPv6 bugfixes in testsuite

* Thea Flowers <magicalgirl@google.com>
  * App Engine environment tests.
  * Documentation re-write.

* John Krauss <https://github.com/talos>
  * Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
  * Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jlatherfold@hotmail.com>
  * Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
  * IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
  * Fix low-level exceptions leaking from `HTTPResponse.stream()`.
  * Bugfix for `ConnectionPool.urlopen(release_conn=False)`.
  * Creation of `HTTPConnectionPool.ResponseCls`.

* Predrag Gruevski <https://github.com/obi1kenobi>
  * Made cert digest use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
  * Bugfix to ca_cert file paths.

* Evan Meagher <https://evanmeagher.net>
  * Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenberg <jayvdb@gmail.com>
  * Python 2.6 fixes; pyflakes and pep8 compliance

* Andy Caldwell <andy.m.caldwell@googlemail.com>
  * Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
  * Logging efficiency improvements, spelling fixes, Travis config.

* Shige Takeda <smtakeda@gmail.com>
  * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jess Shapiro <jesse@jesseshapiro.net>
  * Various character-encoding fixes/tweaks
* Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>
  * Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
  * Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
  * History list to Retry object.
  * HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
  * Ensure timeouts are not booleans and greater than zero.
  * Fixed infinite loop in `stream` when amt=None.
  * Added length_remaining to determine remaining data to be read.
  * Added enforce_content_length to raise exception when incorrect content-length received.

* Seth Michael Larson <sethmichaellarson@protonmail.com>
  * Created selectors backport that supports PEP 475.

* Alexandre Dias <alex.dias@smarkets.com>
  * Don't retry on timeout if method not in whitelist

* Moinuddin Quadri <moin18@gmail.com>
  * Lazily load idna package

* Tom White <s6yg1ez3@mail2tor.com>
  * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

* Tim Burke <tim.burke@gmail.com>
  * Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
  * Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
  * Bugfix to pyopenssl vendoring

* Wolfgang Richter <wolfgang.richter@gmail.com>
  * Bugfix related to loading full certificate chains with PyOpenSSL backend.

* Mike Miller <github@mikeage.net>
  * Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>
  * Fix `util.selectors._fileobj_to_fd` to accept `long`.
  * Update appveyor tox setup to use the 64bit python.
* Akamai (through Jess Shapiro) <jshapiro@akamai.com>
  * Ongoing maintenance; 2017-2018

* Dominique Leuenberger <dimstar@opensuse.org>
  * Minor fixes in the test suite

* Will Bond <will@wbond.net>
  * Add Python 2.6 support to `contrib.securetransport`

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
  * using auth info for socks proxy

* Chris Wilcox <git@crwilcox.com>
  * Improve contribution guide
  * Add `HTTPResponse.geturl` method to provide `urllib2.urlopen().geturl()` behavior

* Bruce Merry <https://www.brucemerry.org.za>
  * Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <https://github.com/hugovk>
  * Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
  * Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <https://github.com/jbramleycl>
  * Add ability to handle multiple Content-Encodings

* Katsuhiko YOSHIDA <https://github.com/kyoshidajp>
  * Remove Authorization header regardless of case when redirecting to cross-site

* James Meickle <https://permadeath.com/>
  * Improve handling of Retry-After header

* Chris Jerdonek <chris.jerdonek@gmail.com>
  * Remove a spurious TypeError from the exception chain inside
    `HTTPConnectionPool._make_request()`, also for `BaseExceptions`.

* [Your name or handle] <[email or website]>
  * [Brief summary of your changes]

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-----------------------------------------------
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1.530 pip 19.1

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

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

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

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

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A. HISTORY OF THE SOFTWARE

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

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

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

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

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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:
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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MySQL Connector/J 8.0

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

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

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

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

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

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

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

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

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

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

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

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

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

d) If distribution of the work is made by offering access to copy from a designated place, offer equivalent access to copy the above specified materials from the same place.
e) Verify that the user has already received a copy of these materials or that you have already sent this user a copy.

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

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blur the distinction we usually make between modifying or adding to a program
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Because of this blurred distinction, using the ordinary General Public
License for libraries did not effectively promote software sharing, because
most developers did not use the libraries. We concluded that weaker
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those programs of all benefit from the free status of the libraries
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developers of non-free programs to use free libraries, while preserving your
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   c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.
   d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

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

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

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Found in path(s):
* /opt/cola/permits/1157342134_1620877316.1/0/vim-vim-8-2-1687-1-el7-9-0atomix1-zip/vim-vim-8.2.1687-1.el7_9.0atomix1/spec-template.new

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cp runtime/doc/uganda.txt LICENSE

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* /opt/cola/permits/1157342134_1620877316.1/0/vim-vim-8-2-1687-1-el7-9-0atomix1-zip/vim-vim-8.2.1687-1.el7_9.0atomix1/vim.spec

1.541 jersey-server 2.6

1.542 hibernate-entitymanager 5.4.12.Final

1.542.1 Available under license:

This file is part of Hibernate Spatial, an extension to the hibernate ORM solution for spatial (geographic) data.

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1.558 zlib 1.2.11

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src/base/md5.h

src/bdf/bdf.c
src/bdf/bdf.h
src/bdf/bdfdrivr.c
src/bdf/bdfdrivr.h
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1.562 hibernate-entitymanager 3.6.10.Final

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1.563 jsondiff 1.1.2

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/beans/AbstractPropertyAccessor.java

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* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/config/PlaceholderConfigurerSupport.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/CannotLoadBeanClassException.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/MutablePropertyValues.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/InvalidPropertyException.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/config/PropertyOverrideConfigurer.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/support/ManagedSet.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/support/ManagedMap.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/support/AutowireCandidateResolver.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/xml/DefaultBeanDefinitionDocumentReader.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/annotation/QualifierAnnotationAutowireCandidateResolver.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/annotation/RequiredAnnotationBeanPostProcessor.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/BeanWrapperImpl.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/PropertyAccessorFactory.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/PropertyEditorRegistrySupport.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/support/ManagedSet.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/support/ManagedMap.java
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* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/annotation/QualifierAnnotationAutowireCandidateResolver.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/annotation/RequiredAnnotationBeanPostProcessor.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/BeanWrapperImpl.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/PropertyAccessorFactory.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/PropertyEditorRegistrySupport.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/support/AutowireCandidateResolver.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/annotation/QualifierAnnotationAutowireCandidateResolver.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1.jar/org/springframework/beans/factory/annotation/RequiredAnnotationBeanPostProcessor.java
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* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-jar/org/springframework/beans/SpringBeanInfoFactory.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-jar/org/springframework/beans/PropertyEditors/TimeZoneEditor.java

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* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-jar/org/springframework/beans/factory/NamedBean.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-jar/org/springframework/beans/factory/xml/UtilNamespaceHandler.java
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* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-jar/org/springframework/beans/support/ResourceEditorRegistrar.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-jar/org/springframework/beans/factory/serviceloader/ServiceListFactoryBean.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-jar/org/springframework/beans/propertyeditors/ResourceEditorRegistrar.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-jar/org/springframework/beans/factory/config/BeanDefinitionCustomizer.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-jar/org/springframework/beans/factory/xml/NamespaceHandlerResolver.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-jar/org/springframework/beans/factory/parsing/SourceExtractor.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-jar/org/springframework/beans/factory/BeanInitializationException.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-jar/org/springframework/beans/propertyeditors/URLEditor.java
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  jar/org/springframework/beans/factory/groovy/GroovyBeanDefinitionWrapper.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-
  jar/org/springframework/beans/factory/config/BeanPostProcessor.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-
  jar/org/springframework/beans/PropertyValue.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-
  jar/org/springframework/beans/CachedIntrospectionResults.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-
  jar/org/springframework/beans/factory/xml/BeansDtdResolver.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-
  jar/org/springframework/beans/factory/support/StaticListableBeanFactory.java
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  jar/org/springframework/beans/factory/support/DefaultBeanNameGenerator.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-
  jar/org/springframework/beans/factory/config/YamlProcessor.java
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  jar/org/springframework/beans/factory/support/BeanDefinitionBuilder.java
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  jar/org/springframework/beans/propertyeditors/StringArrayPropertyEditor.java
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  jar/org/springframework/beans/factory/xml/PluggableSchemaResolver.java
* /opt/ws_local/PERMITS_SQL/1068412377_1594388731.73/0/spring-beans-5-2-5-release-sources-1-
  jar/org/springframework/beans/factory/InjectionPoint.java
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1.570 openssh 7.5-p1

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- The make-ssh-known-hosts script is no longer included
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  jar/org/jboss/jandex/Utils.java
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  jar/org/jboss/jandex/ClassInfo.java
* /opt/ws_local/PERMITS_SQL/1063930911_1593103343.43/0/jandex-2-1-3-final-sources-
  jar/org/jboss/jandex/IndexWriter.java
* /opt/ws_local/PERMITS_SQL/1063930911_1593103343.43/0/jandex-2-1-3-final-sources-
  jar/org/jboss/jandex/DotName.java
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  jar/org/jboss/jandex/FieldInternal.java
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  jar/org/jboss/jandex/FieldInfo.java
* /opt/ws_local/PERMITS_SQL/1063930911_1593103343.43/0/jandex-2-1-3-final-sources-
  jar/org/jboss/jandex/NameTable.java
* /opt/ws_local/PERMITS_SQL/1063930911_1593103343.43/0/jandex-2-1-3-final-sources-
  jar/org/jboss/jandex/CompositeIndex.java
* /opt/ws_local/PERMITS_SQL/1063930911_1593103343.43/0/jandex-2-1-3-final-sources-
  jar/org/jboss/jandex/IndexWriterV1.java
* /opt/ws_local/PERMITS_SQL/1063930911_1593103343.43/0/jandex-2-1-3-final-sources-
  jar/org/jboss/jandex/IndexView.java
* /opt/ws_local/PERMITS_SQL/1063930911_1593103343.43/0/jandex-2-1-3-final-sources-
  jar/org/jboss/jandex/StrongInternPool.java
* /opt/ws_local/PERMITS_SQL/1063930911_1593103343.43/0/jandex-2-1-3-final-sources-
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1.576 java-cc 7.0.5

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  */opt/cola/permits/1150250273_1627682347.89/0/javacc-7-0-5-sources-jar/org/javacc/jjtree/ASTBNF.java
  */opt/cola/permits/1150250273_1627682347.89/0/javacc-7-0-5-sources-jar/org/javacc/parser/RegExprSpec.java
  */opt/cola/permits/1150250273_1627682347.89/0/javacc-7-0-5-sources-jar/org/javacc/parser/Lookahead.java
  */opt/cola/permits/1150250273_1627682347.89/0/javacc-7-0-5-sources-jar/org/javacc/jjtree/TokenUtils.java
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 */

$[SUPPORT_CLASS_VISIBILITY_PUBLIC?public :]interface TokenManager {

/**
 * This gets the next token from the input stream.
 * A token of kind 0 (<EOF>) should be returned on EOF.
 */

public Token getNextToken();

}

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1.577 netaddr 0.8.0

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1.578 spring-context 5.2.2.RELEASE

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/**
* Abstract the invocation of a cache operation.
*
* <p>Does not provide a way to transmit checked exceptions but
* provide a special exception that should be used to wrap any
* exception that was thrown by the underlying invocation.
* Callers are expected to handle this issue type specifically.
*
* @author Stephane Nicoll
* @since 4.1
*/

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* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-
jar/org/springframework/cache/interceptor/CacheOperationInvoker.java
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jar/org/springframework/remoting/support/RemoteInvocationFactory.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-
jar/org/springframework/remoting/support/RemoteInvocationExecutor.java
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* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/jmx/export/metadata/ManagedOperationParameter.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/jmx/export/SpringModelMBean.java

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* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/jmx/export/annotation/ManagedNotification.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/format/datetime/joda/DurationFormatter.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/format/datetime/joda/MonthDayFormatter.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/context/annotation/Role.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/scheduling/config/AnnotationDrivenBeanDefinitionParser.java
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* /

/**
 * [@link FactoryBean] that obtains a WebSphere [ @link javax.management.MBeanServer]
 * reference through WebSphere's proprietary [ @code AdminServiceFactory] API,
 * available on WebSphere 5.1 and higher.
 *
 * <p>Exposes the [ @code MBeanServer] for bean references.
 *
 * This [ @code FactoryBean] is a direct alternative to [ @link MBeanServerFactoryBean],
 * which uses standard JMX 1.2 API to access the platform's [ @link MBeanServer].
 *
 * <p>See the javadocs for WebSphere's
 *
 * and
 *
 *
 * @author Juergen Hoeller
 * @author Rob Harrop
 * @since 2.0.3
 * @see javax.management.MBeanServer
 * @see MBeanServerFactoryBean
 */

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  jar/org/springframework/context/LifecycleProcessor.java
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  jar/org/springframework/mx/export/notification/NotificationPublisherAware.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-
  jar/org/springframework/context/annotation/ConflictingBeanDefinitionException.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-
  jar/org/springframework/context/ApplicationEventPublisherAware.java
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  jar/org/springframework/cache/interceptor/AbstractCacheResolver.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-
  jar/org/springframework/context/annotation/BeanAnnotationHelper.java
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  jar/org/springframework/context/annotation/Profile.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-
  jar/org/springframework/jndi/JndiObjectFactoryBean.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-
  jar/org/springframework/context/support/ScopedProxyCreator.java
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  jar/org/springframework/remote/Rmi/AbstractRmiClientInterceptor.java
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  jar/org/springframework/remote/Rmi/RemoteAccessException.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-
jar/org/springframework/context/config/MBeanServerBeanDefinitionParser.java
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jar/org/springframework/cache/annotation/ProxyCachingConfiguration.java
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jar/org/springframework/scheduling/annotation/AsyncResult.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-
jar/org/springframework/context/event/DefaultEventListenerFactory.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-
jar/org/springframework/cache/interceptor/CacheResolver.java
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jar/org/springframework/validation/FieldError.java
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jar/org/springframework/instrument/classloading/websphere/WebSphereClassPreDefinePlugin.java
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jar/org/springframework/context/Lifecycle.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-
jar/org/springframework/jmx/export/naming/KeyNamingStrategy.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-
jar/org/springframework/context/annotation/AnnotationConfigUtils.java
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jar/org/springframework/remote/support/RemoteInvocation.java
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jar/org/springframework/cache/interceptor/CachePutOperation.java
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jar/org/springframework/context/support/LiveBeansView.java
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jar/org/springframework/scheduling/annotation/EnableAsync.java
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jar/org/springframework/remoting/support/RemoteInvocationBasedExporter.java
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* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/cache/interceptor/NameMatchCacheOperationSource.java
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* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/jmx/support/ObjectNameManager.java
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* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/format/datetime/standard/DateTimeConverters.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/cache/interceptor/CacheOperationInvocationContext.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/context/annotation/ConfigurationCondition.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/context/EmbeddedValueResolverAware.java
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* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/context/ApplicationContextInitializer.java
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* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/context/weaving/AspectJWeavingEnabler.java
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* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/UI/ModelExtensions.kt

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* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/context/i18n/LocaleContext.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/context/i18n/TimeZoneAwareLocaleContext.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/format/datetime/joda/LocalDateTimePrinter.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/format/datetime/joda/ReadableInstantPrinter.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/context/i18n/OptionalValidatorFactoryBean.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/context/i18n/OptionalValidatorFactoryBean.java
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jar/org/springframework/format/datetime/joda/DateTimeParser.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/context/annotation/ImportSelector.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/context/annotation/FilterType.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/context/support/MessageSourceResourceBundle.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/format/datetime/joda/MillisecondInstantPrinter.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/context/annotation/ScopedProxyMode.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/context/config/AbstractPropertyLoadingBeanDefinitionParser.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/format/datetime/standard/TemporalAccessorPrinter.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/scripting/support/StandardScriptUtils.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/format/Printer.java

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* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/context/config/AbstractPropertyLoadingBeanDefinitionParser.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/cache/interceptor/KeyGenerator.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/format/datetime/standard/TemporalAccessorPrinter.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/scripting/support/StandardScriptUtils.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/format/Printer.java
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* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/scheduling/annotation/Schedules.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/context/support/GenericXmlApplicationContext.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/format/datetime/standard/MonthDayFormatter.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/scripting/bsh/BshScriptFactory.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/cache/annotation/CachePut.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/jndi/JndiPropertySource.java
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* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/scripting/groovy/GroovyObjectCustomizer.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/remoting/support/RemoteInvocationUtils.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2.jar/org/springframework/cache/annotation/Caching.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/scheduling/config/ScheduledTasksBeanDefinitionParser.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/context/config/PropertyOverrideBeanDefinitionParser.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/instrument/classloading/weblogic/WebLogicLoadTimeWeaver.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/jndi/JndiLocatorDelegate.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/jmx/export/metadata/ManagedOperation.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/scheduling/annotation/SchedulingConfiguration.java
* /opt/cola/permits/1141988970_1615255817.33/0/spring-context-5-2-2-release-sources-2-jar/org/springframework/format/datetime/standard/TemporalAccessorParser.java

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*/
/**
* Indicates that a component is only eligible for registration when all
* [@linkplain #value specified conditions] match.
*
* &lt;p&gt;A &lt;em&gt;condition&lt;/em&gt; is any state that can be determined programatically
* before the bean definition is due to be registered (see [@link Condition] for details).
*
* &lt;p&gt;The [@code @Conditional] annotation may be used in any of the following ways:
* &lt;ul&gt;
* &lt;li&gt;as a type-level annotation on any class directly or indirectly annotated with
* [@code @Component], including [@link Configuration @Configuration] classes&lt;/li&gt;
* &lt;li&gt;as a meta-annotation, for the purpose of composing custom stereotype
* annotations&lt;/li&gt;
* &lt;li&gt;as a method-level annotation on any [@link Bean @Bean] method&lt;/li&gt;
* &lt;/ul&gt;
*
* &lt;p&gt;If a [@code @Configuration] class is marked with [@code @Conditional],
* all of the [@code @Bean] methods, [@link Import @Import] annotations, and
* [@link ComponentScan @ComponentScan] annotations associated with that
* class will be subject to the conditions.
*
* &lt;p&gt;&lt;strong&gt;NOTE&lt;/strong&gt;: Inheritance of [@code @Conditional] annotations
* is not supported; any conditions from superclasses or from overridden
* methods will not be considered. In order to enforce these semantics,
* [@code @Conditional] itself is not declared as
* [@link java.lang.annotation.Inherited @Inherited]; furthermore, any
* custom &lt;em&gt;composed annotation&lt;/em&gt; that is meta-annotated with
* [@code @Conditional] must not be declared as [@code @Inherited].
*
* [@author Phillip Webb
* [@author Sam Brannen
* [@since 4.0
* [@see Condition
*/

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  jar/org/springframework/context/annotation/Conditional.java
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jar/org/springframework/scheduling/config/TaskNamespaceHandler.java
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jar/org/springframework/context/Phased.java
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jar/org/springframework/jmx/access/MBeanConnectFailureException.java
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jar/org/springframework/jmx/export/metadata/JmxAttributeSource.java

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1.585 maven-repository-metadata 3.0

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# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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### 1.592 logrus 1.7.0

#### 1.592.1 Available under license :

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package utilccl

import (  "fmt"  "testing"  "time"

  "github.com/cockroachdb/cockroach/pkg/ccl/utilccl/licenseccl"
  "github.com/cockroachdb/cockroach/pkg/testutils"
  "github.com/cockroachdb/cockroach/pkg/util/timeutil"
  "github.com/cockroachdb/cockroach/pkg/util/uuid"
)

func TestLicense(t *testing.T) {  clusterA, _ := uuid.FromString("A0000000-0000-0000-0000-00000000000A")  clusterB, _ := uuid.FromString("B0000000-0000-0000-0000-00000000000B")

  clustersA, clustersB := []uuid.UUID{clusterA}, []uuid.UUID{clusterB}

  t0 := timeutil.Unix(0, 0)
  ts := t0.AddDate(40, 0, 0)
  after := ts.Add(time.Hour * 24)
  before := ts.Add(time.Hour * -24)
  wayAfter := ts.Add(time.Hour * 24 * 365 * 200)

  for i, tc := range []struct {  licType licenseccl.License_Type  grantedTo []uuid.UUID  expiration time.Time  checkCluster uuid.UUID  checkOrg string  checkTime time.Time}
Open Source Used In DCNM 12.0(2) 5468

```go
var lic *licenseccl.License
if tc.licType != -1 {
    s, err := (&licenseccl.License{
        ClusterID:         tc.grantedTo,
        ValidUntilUnixSec: tc.expiration.Unix(),
        Type:              tc.licType,
        OrganizationName:  fmt.Sprintf("tc-%d", i),
    }).Encode()
    if err != nil {
        t.Fatal(err)
    }
    lic, err = decode(s)
    if err != nil {
        t.Fatal(err)
    }
}

if err := check(
    lic, tc.checkTime, tc.checkCluster, tc.checkOrg, 
); !testutils.IsError(err, tc.err) {
    t.Fatalf("%d: lic for %s to %s, checked by %s at %s\n got %q", i,
    ...)
}
```

tc.grantedTo, tc.expiration, tc.checkCluster, tc.checkTime, err)
}
}
}

func TestBadLicenseStrings(t *testing.T) {
for _, tc := range []struct{ lic, err string }{
    "blah", "invalid license string"},
    {"crl-0-&&&&&", "invalid license string"},
    {"crl-0-blah", "invalid license string"},
} {
    if _, err := decode(tc.lic); !testutils.IsError(err, tc.err) {
        t.Fatalf("%q: expected err %q, got %v", tc.lic, tc.err, err)
    }
}
}

func TestExpiredLicenseLanguage(t *testing.T) {
lic := &licenseccl.License{
    Type: licenseccl.License_Evaluation,
    ValidUntilUnixSec: 1,
}
err := check(lic, timeutil.Now(), uuid.MakeV4(), ",", "RESTORE")
expected := "Use of RESTORE requires an enterprise license. Your evaluation license expired on " +
"January 1, 1970. If you're interested in getting a new license, please contact " +
"subscriptions@cockroachlabs.com and we can help you out."
if err == nil || err.Error() != expected {
    t.Fatalf("expected err:
%s
got:
%v", expected, err)
}
}

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//
// https://github.com/cockroachdb/cockroach/blob/master/licenses/CCL.txt

package utilccl

import (  
    "context"  
    "testing"  
    "time"

    "github.com/cockroachdb/cockroach/pkg/ccl/utilccl/licenseccl"  
    "github.com/cockroachdb/cockroach/pkg/settings/cluster"  
    "github.com/cockroachdb/cockroach/pkg/testutils"

    "github.com/cockroachdb/cockroach/blob/master/licenses/CCL.txt"
func TestSettingAndCheckingLicense(t *testing.T) {
  idA, _ := uuid.FromString("A0000000-0000-0000-0000-00000000000A")
  idB, _ := uuid.FromString("B0000000-0000-0000-0000-00000000000B")

  t0 := timeutil.Unix(0, 0)

  licA, _ := (&licenseccl.License{
      ClusterID: []uuid.UUID{idA},
      Type:     licenseccl.License_Enterprise,
      ValidUntilUnixSec: t0.AddDate(0, 1, 0).Unix(),
    }).Encode()

  licB, _ := (&licenseccl.License{
      ClusterID: []uuid.UUID{idB},
      Type:     licenseccl.License_Evaluation,
      ValidUntilUnixSec: t0.AddDate(0, 2, 0).Unix(),
    }).Encode()

  st := cluster.MakeTestingClusterSettings()

  for i, tc := range []struct {
    lic       string
    checkCluster uuid.UUID
    checkTime  time.Time
    err       string
  }{
    // NB: we're observing the update manifest as changed behavior -- detailed
    // testing of that behavior is left to licenseccl's own tests.
    "", idA, t0, "requires an enterprise license"},
    {licA, idA, t0, ""},
    // clearing an existing lic.
    {"", idA, t0, "requires an enterprise license"},
    // adding invalid lic.
    {licB, idA, t0, "not valid for cluster"},
    // clearing an existing, invalid lic.
    {"", idA, t0, "requires an enterprise license"},
  } {
    updater := st.MakeUpdater()
    if err := updater.Set("enterprise.license", tc.lic, "s"); err != nil {
      t.Fatal(err)
    }
    err := checkEnterpriseEnabledAt(st, tc.checkTime, tc.checkCluster, "", "")
if !testutils.IsError(err, tc.err) {
    l, _ := decode(tc.lic)
    t.Fatalf("%d: lic %v, update by %T, checked by %s at %s, got %q", i, l, updater, tc.checkCluster, tc.checkTime, err)
}
}
}

func TestGetLicenseTypePresent(t *testing.T) {
    for _, tc := range []struct {
        licenseType licenseccl.License_Type
        expected    string
    }{
        {licenseccl.License_NonCommercial, "NonCommercial"},
        {licenseccl.License_Enterprise, "Enterprise"},
        {licenseccl.License_Evaluation, "Evaluation"},
    } {
        st := cluster.MakeTestingClusterSettings()
        updater := st.MakeUpdater()
        lic, _ := (&licenseccl.License{
            ClusterID:         []uuid.UUID{ },
            Type:              tc.licenseType,
            ValidUntilUnixSec: 0,
        }).Encode()
        if err := updater.Set("enterprise.license", lic, "s"); err != nil {
            t.Fatal(err)
        }
        actual, err := getLicenseType(st)
        if err != nil {
            t.Fatal(err)
        }
        if actual != tc.expected {
            t.Fatalf("expected license type %s, got %s", tc.expected, actual)
        }
    }
}

func TestGetLicenseTypeAbsent(t *testing.T) {
    expected := "None"
    actual, err := getLicenseType(cluster.MakeTestingClusterSettings())
    if err != nil {
        t.Fatal(err)
    }
    if actual != expected {
        t.Fatalf("expected license type %s, got %s", expected, actual)
    }
}

func TestSettingBadLicenseStrings(t *testing.T) {
for _, tc := range [...]struct {
    lic, err string
} {
    "blah", "invalid license string",
    "cl-0-blah", "invalid license string",
} {
st := cluster.MakeTestingClusterSettings()
u := st.MakeUpdater()

if err := u.Set("enterprise.license", tc.lic, "s"); !testutils.IsError(err, tc.err, ) {
t.Fatalf("%q: expected err %q, got %v", tc.lic, tc.err, err)
}

}

func TestTimeToEnterpriseLicenseExpiry(t *testing.T) {
    id, _ := uuid.FromString("A0000000-0000-0000-0000-00000000000A")

    t0 := timeutil.Unix(1603926294, 0)

    lic1M, _ := (&licenseccl.License{
        ClusterID: []uuid.UUID{id},
        Type:       licenseccl.License_Enterprise,
        ValidUntilUnixSec: t0.AddDate(0, 1, 0).Unix(),
    }).Encode()

    lic2M, _ := (&licenseccl.License{
        ClusterID: []uuid.UUID{id},
        Type:       licenseccl.License_Evaluation,
        ValidUntilUnixSec: t0.AddDate(0, 2, 0).Unix(),
    }).Encode()

    lic0M, _ := (&licenseccl.License{
        ClusterID: []uuid.UUID{id},
        Type:       licenseccl.License_Evaluation,
        ValidUntilUnixSec: t0.AddDate(0, 0, 0).Unix(),
    }).Encode()

    licExpired, _ := (&licenseccl.License{
        ClusterID: []uuid.UUID{id},
        Type:       licenseccl.License_Evaluation,
        ValidUntilUnixSec: t0.AddDate(0, -1, 0).Unix(),
    }).Encode()

    st := cluster.MakeTestingClusterSettings()
    updater := st.MakeUpdater()

    for _, tc := range [...]struct {

desc string
lic string
ttlHours float64

{"One Month", lic1M, 24 * 31},
{"Two Month", lic2M, 24*31 + 24*30},
{"Zero Month", lic0M, 0},
{"Expired", licExpired, -24 * 30},
{"No License", "", 0},
}
t.Run(tc.desc, func(t *testing.T) {
    if err := updater.Set("enterprise.license", tc.lic, "s"); err != nil {
        t.Fatal(err)
    }
    actual, err := TimeToEnterpriseLicenseExpiry(context.Background(), st, t0)
    if err != nil {
        t.Fatal(err)
    }
    require.Equal(t, tc.ttlHours, actual.Hours())
})

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package base
import (
    "context"
    "time"
    "github.com/cockroachdb/cockroach/pkg/settings/cluster"
    "github.com/cockroachdb/cockroach/pkg/util/uuid"
    "github.com/cockroachdb/errors"
)

// CheckEnterpriseEnabled returns a non-nil error if the requested enterprise
// feature is not enabled, including information or a link explaining how to
// enable it.
//
// This function is overridden by an init hook in CCL builds.
var CheckEnterpriseEnabled = func(_ *cluster.Settings, _ uuid.UUID, org, feature string) error {
    return errors.New("OSS binaries do not include enterprise features")
}

// TimeToEnterpriseLicenseExpiry returns a duration object that measures the time until
// the currently set enterprise license expires starting from the 3rd argument
// passed in.
//
// This function is overridden by an init hook in CCL builds
var TimeToEnterpriseLicenseExpiry = func( ctx context.Context, _ *cluster.Settings, _ time.Time, ) (time.Duration, error) {
    return 0, nil
}

// LicenseType returns what type of license the cluster is running with, or
// "OSS" if it is an OSS build.
//
// This function is overridden by an init hook in CCL builds.
var LicenseType = func(st *cluster.Settings) (string, error) {
    return "OSS", nil
}

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# Test multiple notices all display at once.
query T noticetrace
SELECT crdb_internal.notice('hi'), crdb_internalnotice('i am....'), crdb_internal.notice('otan!!!')
----
NOTICE: hi
NOTICE: i am....
NOTICE: otan!!!

subtest test_notice_severity

query T noticetrace
SELECT crdb_internal.notice('debug1', 'do not see this'), crdb_internal.notice('warning', 'but you see this'), crdb_internal.notice('debug2', 'and never this')
----
WARNING: but you see this

statement ok
SET client_min_messages = 'debug1'

query T noticetrace
SELECT crdb_internal.notice('debug1', 'now you see this'), crdb_internal.notice('warning', 'and you see this'), crdb_internal.notice('debug2', 'and never this')

---

DEBUG1: now you see this
WARNING: and you see this

statement ok
CREATE DATABASE d;
CREATE TABLE d.t (x int)

query T noticetrace
ALTER TABLE d.t RENAME TO d.t2

---

NOTICE: renaming tables with a qualification is deprecated
HINT: use ALTER TABLE d.t RENAME TO t2 instead

# Start off with an empty enum, and add values to it.
statement ok
CREATE TYPE color AS ENUM ()

statement ok
ALTER TYPE color ADD VALUE 'black'

query T noticetrace
ALTER TYPE color ADD VALUE IF NOT EXISTS 'black'

---

NOTICE: enum label "black" already exists, skipping

statement ok
CREATE MATERIALIZED VIEW v AS SELECT 1

query T noticetrace
REFRESH MATERIALIZED VIEW CONCURRENTLY v

---

NOTICE: CONCURRENTLY is not required as views are refreshed concurrently

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# Test notices work as expected by creating a VIEW on a TEMP TABLE.

# Prepare the environment.

send
Query {"String": "DROP TABLE IF EXISTS t CASCADE"}

until ignore=NoticeResponse
ReadyForQuery

{
  "Type": "CommandComplete", "CommandTag": "DROP TABLE"
}
{
  "Type": "ReadyForQuery", "TxStatus": "I"
}

# Start of test.

send
Query {"String": "CREATE TABLE t(x INT, y INT)"}

until
ReadyForQuery

{
  "Type": "CommandComplete", "CommandTag": "CREATE TABLE"
}
{
  "Type": "ReadyForQuery", "TxStatus": "I"
}

send
Query {"String": "CREATE INDEX t_x_idx ON t(x)"}

until
ReadyForQuery

{
  "Type": "CommandComplete", "CommandTag": "CREATE INDEX"
}
{
  "Type": "ReadyForQuery", "TxStatus": "I"
}

send
Query {"String": "CREATE INDEX t_y_idx ON t(y)"}
until
ReadyForQuery
-----

{"Type":"CommandComplete","CommandTag":"CREATE INDEX"}
{"Type":"ReadyForQuery","TxStatus":"I"}

# Check that crdb reports a notice upon drop index.

send
Query {"String": "DROP INDEX t_x_idx"}
-----

until crdb_only
CommandComplete
-----

{"Severity":"NOTICE","Code":"00000","Message":"the data for dropped indexes is reclaimed asynchronously","Detail":","Hint":"The reclamation delay can be customized in the zone configuration for the table.","Position":0,"InternalPosition":0,"InternalQuery":","Where":","SchemaName":","TableName":","ColumnName":","DataTypeName":","ConstraintName":","File":"drop_index.go","Line":520,"Routine":"dropIndexByName","UnknownFields":null}
{"Type":"CommandComplete","CommandTag":"DROP INDEX"}

until noncrdb_only
CommandComplete
-----

{"Type":"CommandComplete","CommandTag":"DROP INDEX"}

until
ReadyForQuery
-----

{"Type":"ReadyForQuery","TxStatus":"I"}

# Disable notices and assert now it is not sent.
send crdb_only
Query {"String": "SET CLUSTER SETTING sql.notices.enabled = false"}
-----

until crdb_only
ReadyForQuery
-----

{"Type":"CommandComplete","CommandTag":"SET CLUSTER SETTING"}
{"Type":"ReadyForQuery","TxStatus":"I"}

# Check that the notice is not printed any more.
send
Query {"String": "DROP INDEX t_y_idx"
----

until
ReadyForQuery
----
{"Type":"CommandComplete","CommandTag":"DROP INDEX"}
{"Type":"ReadyForQuery","TxStatus":"I"}

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package utilccl

import (  
"bytes"
"context"
"strings"
"time"

"github.com/cockroachdb/cockroach/pkg/base"
"github.com/cockroachdb/cockroach/pkg/ccl/utilccl/licenseccl"
"github.com/cockroachdb/cockroach/pkg/settings"
"github.com/cockroachdb/cockroach/pkg/settings/cluster"
"github.com/cockroachdb/cockroach/pkg/sql/pgwire/pgcode"
"github.com/cockroachdb/cockroach/pkg/sql/pgwire/pgerror"
"github.com/cockroachdb/cockroach/pkg/util/timeutil"
"github.com/cockroachdb/cockroach/pkg/util/uuid"
"github.com/cockroachdb/errors"
"github.com/cockroachdb/redact"
)

var enterpriseLicense = func() *settings.StringSetting {
    s := settings.RegisterValidatedStringSetting(  
        "enterprise.license",
        "the encoded cluster license",
        
        func(sv *settings.Values, s string) error {
            _, err := decode(s)
            return err
        },
    )

    // Even though string settings are non-reportable by default, we
// still mark them explicitly in case a future code change flips the
default.
s.SetReportable(false)
s.SetVisibility(settings.Public)
return s
}

var testingEnterpriseEnabled = false

// TestingEnableEnterprise allows overriding the license check in tests.
func TestingEnableEnterprise() func() {
before := testingEnterpriseEnabled
testingEnterpriseEnabled = true
return func() {
    testingEnterpriseEnabled = before
}
}

// TestingDisableEnterprise allows re-enabling the license check in tests.
func TestingDisableEnterprise() func() {
before := testingEnterpriseEnabled
testingEnterpriseEnabled = false
return func() {
    testingEnterpriseEnabled = before
}
}

// CheckEnterpriseEnabled returns a non-nil error if the requested enterprise
// feature is not enabled, including information or a link explaining how to
// enable it.
func CheckEnterpriseEnabled(st *cluster.Settings, cluster uuid.UUID, org, feature string) error {
    if testingEnterpriseEnabled {
        return nil
    }
    return checkEnterpriseEnabledAt(st, timeutil.Now(), cluster, org, feature)
}

func init() {
    base.CheckEnterpriseEnabled = CheckEnterpriseEnabled
    base.LicenseType = getLicenseType
    base.TimeToEnterpriseLicenseExpiry = TimeToEnterpriseLicenseExpiry
}

// TimeToEnterpriseLicenseExpiry returns a Duration from `asOf` until the current
// enterprise license expires. If a license does not exist, we return a
// zero duration.
func TimeToEnterpriseLicenseExpiry(ctx context.Context, st *cluster.Settings, asOf time.Time,
(time.Duration, error) {
  var lic *licenseccl.License
  // FIXME(tschottdorf): see whether it makes sense to cache the decoded
  // license.
  if str := enterpriseLicense.Get(&st.SV); str != "" {
    var err error
    if lic, err = decode(str); err != nil {
      return 0, err
    }
  } else {
    return 0, nil
  }

  expiration := timeutil.Unix(lic.ValidUntilUnixSec, 0)
  return expiration.Sub(asOf), nil
}

func checkEnterpriseEnabledAt(
st *cluster.Settings, at time.Time, cluster uuid.UUID, org, feature string,
) error {
  var lic *licenseccl.License
  // FIXME(tschottdorf): see whether it makes sense to cache the decoded
  // license.
  if str := enterpriseLicense.Get(&st.SV); str != "" {
    var err error
    if lic, err = decode(str); err != nil {
      return err
    }
  }
  return check(lic, at, cluster, org, feature)
}

func getLicenseType(st *cluster.Settings) (string, error) {
  str := enterpriseLicense.Get(&st.SV)
  if str == "" {
    return "None", nil
  }
  lic, err := decode(str)
  if err != nil {
    return "", err
  }
  return lic.Type.String(), nil
}

// decode attempts to read a base64 encoded License.
func decode(s string) (*licenseccl.License, error) {
  lic, err := licenseccl.Decode(s)
  if err != nil {

func check(l *licenseccl.License, at time.Time, cluster uuid.UUID, org, feature string) error {
    if l == nil {
        // TODO(dt): link to some stable URL that then redirects to a helpful page
        // that explains what to do here.
        link := "https://cockroachlabs.com/pricing?cluster="
        return pgerror.Newf(pgcode.CCLValidLicenseRequired,
            "use of %s requires an enterprise license. " +
            "see %s%s for details on how to enable enterprise features",
            errors.Safe(feature),
            link,
            cluster.String(),
        )
    }

    // We extend some grace period to enterprise license holders rather than
    // suddenly throwing errors at them.
    if l.ValidUntilUnixSec > 0 && l.Type != licenseccl.License_Enterprise {
        if expiration := timeutil.Unix(l.ValidUntilUnixSec, 0); at.After(expiration) {
            licensePrefix := redact.SafeString(""
            switch l.Type {
                case licenseccl.License_NonCommercial:
                    licensePrefix = "non-commercial "
                case licenseccl.License_Evaluation:
                    licensePrefix = "evaluation "
            }
            return pgerror.Newf(pgcode.CCLValidLicenseRequired,
                "Use of %s requires an enterprise license. Your %slicense expired on %s. If you're " +
                "interested in getting a new license, please contact subscriptions@cockroachlabs.com " +
                "and we can help you out.",
                errors.Safe(feature),
                licensePrefix,
                expiration.Format("January 2, 2006"),
            )
        }
    }

    if l.ClusterID == nil {
        if strings.EqualFold(l.OrganizationName, org) {
            return nil
        }
        return pgerror.Newf(pgcode.CCLValidLicenseRequired,
            "license valid only for %q", l.OrganizationName)
    }
}
}
for _, c := range l.ClusterID {
if cluster == c {
return nil
}
}
// no match, so compose an error message.
var matches bytes.Buffer
for i, c := range l.ClusterID {
if i > 0 {
matches.WriteString(", ")
}
matches.WriteString(c.String())
}
return pgerror.Newf(pgcode.CCLValidLicenseRequired,
"license for cluster(s) %s is not valid for cluster %s",
matches.String(), cluster.String(),
)
}
// Code generated by protoc-gen-gogo. DO NOT EDIT.
// source: ccl/utilccl/licenseccl/license.proto
package licenseccl
import proto "github.com/gogo/protobuf/proto"
import fmt "fmt"
import math "math"
import github_com_cockroachdb_cockroach_pkg_util_uuid "github.com/cockroachdb/cockroach/pkg/util/uuid"
import io "io"
// Reference imports to suppress errors if they are not otherwise used.
var _ = proto.Marshal
var _ = fmt.Errorf
var _ = math.Inf
// This is a compile-time assertion to ensure that this generated file
// is compatible with the proto package it is being compiled against.
// A compilation error at this line likely means your copy of the
// proto package needs to be updated.
const _ = proto.GoGoProtoPackageIsVersion2 // please upgrade the proto package
type License_Type int32
const (

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License_NonCommercial License_Type = 0
License_Enterprise License_Type = 1
License_Evaluation License_Type = 2
)

var License_Type_name = map[int32]string{
0: "NonCommercial",
1: "Enterprise",
2: "Evaluation",
}
var License_Type_value = map[string]int32{
"NonCommercial": 0,
"Enterprise": 1,
"Evaluation": 2,
}

func (x License_Type) String() string {
return proto.EnumName(License_Type_name, int32(x))
}
func (License_Type) EnumDescriptor() ([]byte, []int) {
return fileDescriptor_license_9dc270caeb56da02, []int{0, 0}
}


type License struct {
ClusterID     []github_com_cockroachdb_cockroach_pkg_util_uuid.UUID
`protobuf:"bytes,1,rep,name=cluster_id,json=clusterId,proto3,customtype=github.com/cockroachdb/cockroach/pkg/util/uuid.UUID" json:"cluster_id""
ValidUntilUnixSec int64
`protobuf:"varint,2,opt,name=valid_until_unix_sec,json=validUntilUnixSec,proto3"
json:"valid_until_unix_sec,omitempty"
Type License_Type
`protobuf:"varint,3,opt,name=type,proto3,enum=cockroach.ccl.utilccl.licenseccl.License_Type"
json:"type,omitempty"
OrganizationName string
`protobuf:"bytes,4,opt,name=organization_name,json=organizationName,proto3"
json:"organization_name,omitempty"
}

func (m *License) Reset()         { *m = License{ } }
func (m *License) String() string { return proto.CompactTextString(m) }
func (*License) ProtoMessage() {}
func (*License) Descriptor() ([]byte, []int) {
return fileDescriptor_license_9dc270caeb56da02, []int{0}
}
func (m *License) XXX_Unmarshal(b []byte) error {
return m.Unmarshal(b)
}
func (m *License) XXX_Marshal(b []byte, deterministic bool) ([]byte, error) {
b = b[:cap(b)]
n, err := m.MarshalTo(b)
if err != nil {
    return nil, err
}
return b[:n], nil
}

func (dst *License) XXX_Merge(src proto.Message) {
    xxx_messageInfo_License.Merge(dst, src)
}

func (m *License) XXX_Size() int {
    return m.Size()
}

func (m *License) XXX_DiscardUnknown() {
    xxx_messageInfo_License.DiscardUnknown(m)
}

var xxx_messageInfo_License proto.InternalMessageInfo

func init() {
    proto.RegisterType((*License)(nil), "cockroach.ccl.utilccl.licenseccl.License")
    proto.RegisterEnum("cockroach.ccl.utilccl.licenseccl.License_Type", License_Type_name, License_Type_value)
}

func (m *License) Marshal() (dAtA []byte, err error) {
    size := m.Size()
    dAtA = make([]byte, size)
    n, err := m.MarshalTo(dAtA)
    if err != nil {
        return nil, err
    }
    return dAtA[:n], nil
}

func (m *License) MarshalTo(dAtA []byte) (int, error) {
    var i int
    _ = i
    var l int
    _ = l
    if len(m.ClusterID) > 0 {
        for _, msg := range m.ClusterID {
            dAtA[i] = 0xa
            i++
            i = encodeVarintLicense(dAtA, i, uint64(msg.Size()))
            n, err := msg.MarshalTo(dAtA[i:])
            if err != nil {
                return 0, err
            }
            i += n
        }
    }
}
if m.ValidUntilUnixSec != 0 {
    dAtA[i] = 0x10
    i++
    i = encodeVarintLicense(dAtA, i, uint64(m.ValidUntilUnixSec))
}
if m.Type != 0 {
    dAtA[i] = 0x18
    i++
    i = encodeVarintLicense(dAtA, i, uint64(m.Type))
}
if len(m.OrganizationName) > 0 {
    dAtA[i] = 0x22
    i++
    i = encodeVarintLicense(dAtA, i, uint64(len(m.OrganizationName)))
    i += copy(dAtA[i:], m.OrganizationName)
}
return i, nil
}

func encodeVarintLicense(dAtA []byte, offset int, v uint64) int {
    for v >= 1<<7 {
        dAtA[offset] = uint8(v&0x7f | 0x80)
        v >>= 7
        offset++
    }
    dAtA[offset] = uint8(v)
    return offset + 1
}

func (m *License) Size() (n int) {
    if m == nil {
        return 0
    }
    var l int
    _ = l
    if len(m.ClusterID) > 0 {
        for _, e := range m.ClusterID {
            l = e.Size()
            n += 1 + 1 + sovLicense(uint64(l))
        }
    }
    if m.ValidUntilUnixSec != 0 {
        n += 1 + sovLicense(uint64(m.ValidUntilUnixSec))
    }
    if m.Type != 0 {
        n += 1 + sovLicense(uint64(m.Type))
    }
}
l = len(m.OrganizationName)
if l > 0 {
    n += 1 + 1 + sovLicense(uint64(l))
}
return n

func sovLicense(x uint64) (n int) {
    for {
        n++
        x >>= 7
        if x == 0 {
            break
        }
    }
    return n
}
func sozLicense(x uint64) (n int) {
    return sovLicense(uint64((x << 1) ^ uint64((int64(x) >> 63))))
}
func (m *License) Unmarshal(dAtA []byte) error {
    l := len(dAtA)
iNdEx := 0
for iNdEx < l {
    preIndex := iNdEx
    var wire uint64
    for shift := uint(0); ; shift += 7 {
        if shift >= 64 {
            return ErrIntOverflowLicense
        }
        if iNdEx >= l {
            return io.ErrUnexpectedEOF
        }
        b := dAtA[iNdEx]
        iNdEx++
        wire |= (uint64(b) & 0x7F) << shift
        if b < 0x80 {
            break
        }
    }
    fieldNum := int32(wire >> 3)
    wireType := int(wire & 0x7)
    if wireType == 4 {
        return fmt.Errorf("proto: License: wiretype end group for non-group")
    }
    if fieldNum >= 1 {
        return io.ErrUnexpectedEOF
    }
b := dAtA[iNdEx]
iNdEx++
wire |= (uint64(b) & 0x7F) << shift
if b < 0x80 {
    break
}
fieldNum := int32(wire >> 3)
wireType := int(wire & 0x7)
if wireType == 4 {
    return fmt.Errorf("proto: License: illegal tag %d (wire type %d)", fieldNum, wire)
switch fieldNum {
  case 1:
    if wireType != 2 {
      return fmt.Errorf("proto: wrong wireType = %d for field ClusterID", wireType)
    }
    var byteLen int
    for shift := uint(0); ; shift += 7 {
      if shift >= 64 {
        return ErrIntOverflowLicense
      }
      if iNdEx >= l {
        return io.ErrUnexpectedEOF
      }
      b := dAtA[iNdEx]
      iNdEx++
      byteLen |= (int(b) & 0x7F) << shift
      if b < 0x80 {
        break
      }
    }
    if byteLen < 0 {
      return ErrInvalidLengthLicense
    }
    postIndex := iNdEx + byteLen
    if postIndex > l {
      return io.ErrUnexpectedEOF
    }
    var v github_com_cockroachdb_cockroach_pkg_util_uuid.UUID
    m.ClusterID = append(m.ClusterID, v)
    if err := m.ClusterID[len(m.ClusterID)-1].Unmarshal(dAtA[iNdEx:postIndex]); err != nil {
      return err
    }
    iNdEx = postIndex
  case 2:
    if wireType != 0 {
      return fmt.Errorf("proto: wrong wireType = %d for field ValidUntilUnixSec", wireType)
    }
    m.ValidUntilUnixSec = 0
    for shift := uint(0); ; shift += 7 {
      if shift >= 64 {
        return ErrIntOverflowLicense
      }
      if iNdEx >= l {
        return io.ErrUnexpectedEOF
      }
      b := dAtA[iNdEx]
      iNdEx++
      m.ValidUntilUnixSec |= (int64(b) & 0x7F) << shift
if b < 0x80 {
  break
}
}
case 3:
if wireType != 0 {
  return fmt.Errorf("proto: wrong wireType = %d for field Type", wireType)
}
m.Type = 0
for shift := uint(0); ; shift += 7 {
  if shift >= 64 {
    return ErrIntOverflowLicense
  }
  if iNdEx >= 1 {
    return io.ErrUnexpectedEOF
  }
  b := dAtA[iNdEx]
  iNdEx++
  m.Type |= (License_Type(b) & 0x7F) << shift
  if b < 0x80 {
    break
  }
}
case 4:
if wireType != 2 {
  return fmt.Errorf("proto: wrong wireType = %d for field OrganizationName", wireType)
}
var stringLen uint64
for shift := uint(0); ; shift += 7 {
  if shift >= 64 {
    return ErrIntOverflowLicense
  }
  if iNdEx >= 1 {
    return io.ErrUnexpectedEOF
  }
  b := dAtA[iNdEx]
  iNdEx++
  stringLen |= (uint64(b) & 0x7F) << shift
  if b < 0x80 {
    break
  }
}
intStringLen := int(stringLen)
if intStringLen < 0 {
  return ErrInvalidLengthLicense
}
postIndex := iNdEx + intStringLen
if postIndex > 1 {
m.OrganizationName = string(dAtA[iNdEx:postIndex])
iNDEx = postIndex
default:
iNDEx = preIndex
skippy, err := skipLicense(dAtA[iNDEx:])
if err != nil {
    return err
}
if (skippy < 0) || (iNDEx+skippy) < 0 {
    return ErrInvalidLengthLicense
}
if (iNDEx + skippy) > l {
    return io.ErrUnexpectedEOF
}
iNDEx += skippy

if iNDEx > l {
    return io.ErrUnexpectedEOF
}
return nil

func skipLicense(dAtA []byte) (n int, err error) {
l := len(dAtA)
iNDEx := 0
for iNDEx < l {
    var wire uint64
    for shift := uint(0); ; shift += 7 {
        if shift >= 64 {
            return 0, ErrIntOverflowLicense
        }
        b := dAtA[iNdEx]
iNdEx++
        wire |= (uint64(b) & 0x7F) << shift
        if b < 0x80 {
            break
        }
    }
    wireType := int(wire & 0x7)
    switch wireType {
    case 0:
        for shift := uint(0); ; shift += 7 {
if shift >= 64 {
    return 0, ErrIntOverflowLicense
}
if iNdEx >= 1 {
    return 0, io.ErrUnexpectedEOF
}
iNdEx++
if dAtA[iNdEx-1] < 0x80 {
    break
}
return iNdEx, nil

case 1:
iNdEx += 8
return iNdEx, nil

case 2:
    var length int
    for shift := uint(0); ; shift += 7 {
        if shift >= 64 {
            return 0, ErrIntOverflowLicense
        }
        if iNdEx >= l {
            return 0, io.ErrUnexpectedEOF
        }
        b := dAtA[iNdEx]
        iNdEx++
        length |= (int(b) & 0x7F) << shift
        if b < 0x80 {
            break
        }
    }
iNdEx += length
    if length < 0 {
        return 0, ErrInvalidLengthLicense
    }
    return iNdEx, nil

case 3:
    for {
        var innerWire uint64
        var start int = iNdEx
        for shift := uint(0); ; shift += 7 {
            if shift >= 64 {
                return 0, ErrIntOverflowLicense
            }
            if iNdEx >= 1 {
                return 0, io.ErrUnexpectedEOF
            }
            b := dAtA[iNdEx]
iNdEx++
innerWire |= (uint64(b) & 0x7F) << shift
if b < 0x80 {
    break
}
innerWireType := int(innerWire & 0x7)
if innerWireType == 4 {
    break
}
next, err := skipLicense(dAtA[start:])
if err != nil {
    return 0, err
}
next = start + next
return iNdEx, nil
}

case 4:
    return iNdEx, nil

case 5:
    iNdEx += 4
    return iNdEx, nil

default:
    return 0, fmt.Errorf("proto: illegal wireType %d", wireType)
}

panic("unreachable")

var (ErrInvalidLengthLicense = fmt.Errorf("proto: negative length found during unmarshaling")
    ErrIntOverflowLicense = fmt.Errorf("proto: integer overflow")
)

func init() {
    proto.RegisterFile("ccl/utilccl/licenseccl/license.proto", fileDescriptor_license_9dc270caeb56da02)
}

var fileDescriptor_license_9dc270caeb56da02 = []byte{
    // 362 bytes of a gzipped FileDescriptorProto
    0x1f, 0x8b, 0x08, 0x00, 0x00, 0x00, 0x02, 0xff, 0x84, 0x91, 0x31, 0x8f, 0xda, 0x30, 0x1c, 0xc5, 0x63, 0x40, 0xad, 0xb0, 0x5a, 0x14, 0x22, 0x86, 0xa8, 0x83, 0x89, 0x50, 0x87, 0x48, 0xad, 0x1c, 0xa9, 0x4c, 0x5d, 0x81, 0x4a, 0x45, 0xaa, 0x18, 0xd2, 0x66, 0xe9, 0x12, 0x19, 0xc7, 0x0a, 0x16, 0x8e, 0x1d, 0x25, 0x36, 0x82, 0x7e, 0xa8, 0x7e, 0x2c, 0xb6, 0x63, 0x44, 0x37, 0xa0, 0xbb, 0xf0, 0x45, 0x4e, 0x09, 0x8e, 0x60, 0xbb, 0xe9, 0xcf, 0x7a, 0xef, 0x7f, 0xf7, 0xff, 0xc9, 0xf0, 0x33, 0xa5, 0x22, 0x30, 0x9a, 0x8b, 0xfa, 0x14, 0x9c, 0x32, 0x59, 0xb2, 0x3b, 0x89, 0xf3, 0x42, 0x69, 0xe5, 0x78, 0x54, 0xd1, 0x75, 0xa1, 0x08, 0x85, 0x61, 0x4a, 0x05, 0xbe, 0xe6, 0xf1, 0x2d, 0xff, 0x69, 0x90, 0xaa, 0x54, 0x35, 0xe1, 0xa0, 0x56, 0x17, 0x6e, 0xf4, 0xd0, 0x82, 0xef,
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//
//   https://github.com/cockroachdb/cockroach/blob/master/licenses/CCL.txt

@require '~/styl/base/palette.styl'

.need-license
  padding-left 70px
  padding-right 70px
  padding-top 70px
  padding-bottom 30px

.need-license-blurb
  margin-bottom 30px
  display flex
  justify-content space-between
  align-items flex-start

a
  color $link-color
  text-decoration none

&_header
  text-transform none
  letter-spacing normal

&_text
  margin-top 20px
  width 470px
  line-height 26px

&_trial-link
  font-size 16px
  border 1px solid $button-border-color
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package licenseccl

import (
    "encoding/base64"
    "strings"
    "github.com/cockroachdb/cockroach/pkg/util/protoutil"
    "github.com/cockroachdb/errors"
)
const LicensePrefix = "crl-0-"

// Encode serializes the License as a base64 string.
func (l *License) Encode() (string, error) {
    bytes, err := protoutil.Marshal(l)
    if err != nil {
        return "", err
    }
    return LicensePrefix + base64.RawStdEncoding.EncodeToString(bytes), nil
}

// Decode attempts to read a base64 encoded License.
func Decode(s string) (*License, error) {
    if s == "" {
        return nil, nil
    }
    if !strings.HasPrefix(s, LicensePrefix) {
        return nil, errors.New("invalid license string")
    }
    s = strings.TrimPrefix(s, LicensePrefix)
data, err := base64.RawStdEncoding.DecodeString(s)
    if err != nil {
        return nil, errors.Wrapf(err, "invalid license string")
    }
    var lic License
    if err := protoutil.Unmarshal(data, &lic); err != nil {
        return nil, errors.Wrapf(err, "invalid license string")
    }
    return &lic, nil
}

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Version 2.1, February 1999

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PostgreSQL Database Management System
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import React from "react";
import step1Img from "assets/nodeMapSteps/1-getLicense.png";
import step2Img from "assets/nodeMapSteps/2-setKey.svg";
import step3Img from "assets/nodeMapSteps/3-seeMap.png";
import { NodeCanvasContainerOwnProps, } from "src/views/clusterviz/containers/map/nodeCanvasContainer";
import * as docsURL from "src/util/docs";
import "./needEnterpriseLicense.styl";

// This takes the same props as the NodeCanvasContainer which it is swapped out with.

function Step(props: { num: number, img: string, children: React.ReactNode }) {
  return (
    <div className="license-step">
      <img src={props.img} className="license-step__image" />
      <div className="license-step__text">
        <span className="license-step__stepnum">Step {props.num}:</span> {props.children}
      </div>
    </div>
  );
}

export default class NeedEnterpriseLicense extends React.Component<NodeCanvasContainerOwnProps> {
  render() {
    return (  
      <section className="need-license">
        ...
      </section>
    );
  }
}
<div className="need-license-blurb">
  <h1 className="base-heading need-license-blurb__header">View the Node Map</h1>
  <p className="need-license-blurb__text">
    The Node Map shows the geographical layout of your cluster, along with metrics and health indicators. To enable the Node Map, request an [Enterprise trial license](#) and refer to this [configuration guide](#).
  </p>
</div>

<a href={docsURL.startTrial} className="need-license-blurb__trial-link" target="_blank">
  GET A 30-DAY ENTERPRISE TRIAL
</a>

<div className="need-license-steps">
  <Step num={1} img={step1Img}>
    <a href={docsURL.startTrial} target="_blank">Get a trial license</a> delivered straight to your inbox.
  </Step>
  <Step num={2} img={step2Img}>
    Activate the trial license with two simple SQL commands.
  </Step>
  <Step num={3} img={step3Img}>
    Follow [this guide](#) to configure localities and locations.
  </Step>
</div>

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package builtins

import (
  "strings"
  "github.com/cockroachdb/cockroach/pkg/sql/pgwire/pgnotice"
  "github.com/cockroachdb/cockroach/pkg/sql/sem/tree"
func crdbInternalSendNotice(
  ctx *tree.EvalContext, severity string, msg string,
) (tree.Datum, error) {
  if ctx.ClientNoticeSender == nil {
    return nil, errors.AssertionFailedf("notice sender not set")
  }
  ctx.ClientNoticeSender.SendClientNotice(
    ctx.Context,
    pgnotice.NewWithSeverityf(strings.ToUpper(severity), "%s", msg),
  )
  return tree.NewDInt(0), nil
}

// NoticesEnabled is the cluster setting that allows users
// to enable notices.
var NoticesEnabled = settings.RegisterPublicBoolSetting(
  "sql.notices.enabled",
  "enable notices in the server/client protocol being sent",
  true,
)

// noticeSender is a subset of RestrictedCommandResult which allows
// sending notices.
type noticeSender interface {
    AppendNotice(error)
}

// SendClientNotice implements the tree.ClientNoticeSender interface.
func (p *planner) SendClientNotice(ctx context.Context, err error) {
    if log.V(2) {
        log.Infof(ctx, "out-of-band notice: %+v", err)
    }
    noticeSeverity, ok := pgnotice.ParseDisplaySeverity(pgerror.GetSeverity(err))
    if !ok {
        noticeSeverity = pgnotice.DisplaySeverityNotice
    }
    if p.noticeSender == nil ||
        noticeSeverity > p.SessionData().NoticeDisplaySeverity ||
        !NoticesEnabled.Get(&p.execCfg.Settings.SV) {
        // Notice cannot flow to the client - because of one of these conditions:
        // * there is no client
        // * the session's NoticeDisplaySeverity is higher than the severity of the notice.
        // * the notice protocol was disabled
        return
    }
    p.noticeSender.AppendNotice(err)
}

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1.594 lucene-memory 7.7.2

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1.603 visual-studio-runtime 14.00.24210.0

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%% winjs version 4.4.0 (https://github.com/winjs/winjs)
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1.604 zstd-jni 1.4.0 1

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Precedence: normal
Subject: [rt.cpan.org #90483] missing license file
From: "Alexandr Ciornii via RT" <bug-Text-ParseWords@rt.cpan.org>
Reply-To: bug-Text-ParseWords@rt.cpan.org
In-Reply-To: <rt-4.0.18-4704-1384789048-1647.90483-6-0@rt.cpan.org>
References: <RT-Ticket-90483@rt.cpan.org>
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Content-Transfer-Encoding: 8bit
Content-Type: text/plain; charset="utf-8"
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* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/zip/TrieKeep.java
* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/zip/JSONzip.java
* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/zip/Huff.java
* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/Kim.java

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* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/Property.java
* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/CDL.java
* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/HTTPTokener.java
* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/JSONList.java
* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/XMLTokener.java
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* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/CDL.java
* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/XMLTokener.java
* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/HTTPTokener.java

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* /opt/cola/permits/1126439541_1611634442.47/0/json-20131018-sources-jar/org/json/JSONStringer.java
1.616 dwz 0.11 3.el7

1.617 jsonassert 1.2.3

1.618 aether-util 1.7

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1.620 jackson-dataformat-cbor 2.8.6

1.621 error_prone_annotations 2.3.2

1.622 zlib 1.2.3

1.622.1 Available under license :

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version 1.2.11, January 15th, 2017

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1.623 pycparser 2.19
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1.624 maven-profile 2.0.9

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/frame/client/Http2FrameClient.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/http2/helloworld/frame/client/Http2FrameInitializer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/BitapSearchProcessorFactory.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/buffer/search/AbstractSearchProcessorFactory.java
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/**
 * Utility class for {@link ByteBuf} that encodes and decodes to and from
 * <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
 * <p>
 * The encoding and decoding algorithm in this class has been derived from
 * <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
 * Base64 Encoder/Decoder</a>.
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources.jar/io/netty/resolver/dns/TraceDnsQueryLifecycleObserverFactory.java
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*/
/**
 * Set the [@code TCP_MD5SIG] option on the socket. See [@code linux/tcp.h] for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollServerSocketChannelConfig.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/oepson/OepsonClientExample.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/oepson/Digerster.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/oepson/OepsonServerExample.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/oepson/OepsonRequestBuilder.java
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  */opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources.jar/io/netty/util/internal/logging/FormattingTuple.java
  */opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources.jar/io/netty/util/internal/logging/MessageFormatter.java

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  jar/io/netty/example/http/websocketx/client/WebSocketClientHandler.java
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/*
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 */

/*
 * Enumeration of supported Base64 dialects.
 */
* The internal lookup tables in this class has been derived from
  * Robert Harder's Public Domain Base64 Encoder/Decoder.</a>
  */

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  */
  * /opt/ws.local/PERMITS.SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-
    jar/io/netty/handler/codec/base64/Base64Dialect.java
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    jar/io/netty/handler/codec/http/cors/CorsConfigBuilder.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/sctp/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtByteRendezvousChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/trffic/GlobalTrafficShapingHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtProvider.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtByteConnectorChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/trffic/ChannelTrafficShapingHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/UDtChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtMessageAcceptorChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/trffic/TrafficCounter.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtAcceptorChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/sctp/SctpInboundByteStreamHandler.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/traffic/package-info.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtMessageConnectorChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/sctp/SctpMessageToMessageDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/udt/nio/NioUdtByteAcceptorChannel.java

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*/
/**
* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its [ @link ChannelPipeline ].
*
* <h3>Sub-types</h3>
* <p>
* [ @link ChannelHandler ] itself does not provide many methods, but you usually have to implement one of its
subtypes:
* <ul>
* <li>[ @link ChannelInboundHandler ] to handle inbound I/O events, and</li>
* <li>[ @link ChannelOutboundHandler ] to handle outbound I/O operations.</li>
* </ul>
* </p>
* <p>
* Alternatively, the following adapter classes are provided for your convenience:
* <ul>
* <li>[ @link ChannelInboundHandlerAdapter ] to handle inbound I/O events, </li>
* <li>[ @link ChannelOutboundHandlerAdapter ] to handle outbound I/O operations, and</li>
* <li>[ @link ChannelDuplexHandler ] to handle both inbound and outbound events</li>
* </ul>
* </p>
* <p>
* For more information, please refer to the documentation of each subtype.
* </p>
* 
* <h3>The context object</h3>
* 
* A [ @link ChannelHandler ] is provided with a [ @link ChannelHandlerContext ]
* object. A [ @link ChannelHandler ] is supposed to interact with the
* [ @link ChannelPipeline ] it belongs to via a context object. Using the
* context object, the [ @link ChannelHandler ] can pass events upstream or
* downstream, modify the pipeline dynamically, or store the information
* (using [ @link AttributeKey ]s) which is specific to the handler.
* 
* <h3>State management</h3>
* 
* A [ @link ChannelHandler ] often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
* public interface Message {
*     // your methods here
* } }
* 
* public class DataServerHandler extends [ @link SimpleChannelInboundHandler]&lt;Message&gt; {
private boolean loggedIn;

@Override
public void channelRead0([@link ChannelHandlerContext] ctx, Message message) {
    if (message instanceof LoginMessage) {
        authenticate((LoginMessage) message);
        loggedIn = true;
    } else (message instanceof GetDataMessage) {
        if (!loggedIn) {
            ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
            fail();
        } else {
        }
    }
}

Because the handler instance has a state variable which is dedicated to
one connection, you have to create a new handler instance for each new
channel to avoid a race condition where a unauthenticated client can get
the confidential information:

// Create a new handler instance per channel.
// See [@link ChannelInitializer#initChannel(Chan

public class DataServerInitializer extends [@link ChannelInitializer]&lt;[@link Channel]&gt; {
    @Override
    public void initChannel([@link Channel] channel) {
        channel.pipeline().addLast("handler", new DataServerHandler());
    }
}

Using [@link AttributeKey]s

Although it's recommended to use member variables to store the state of a
handler, for some reason you might not want to create many handler instances.
In such a case, you can use [@link AttributeKey]s which is provided by
[@link ChannelHandlerContext]:

public interface Message {
    // your methods here
}

[@code @Sharable]
public class DataServerHandler extends [@link SimpleChannelInboundHandler]&lt;Message&gt; {

private final [@link AttributeKey]\&lt;@link Boolean\&gt; auth =
    [@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")] ;

// @Override
public void channelRead(@link ChannelHandlerContext) ctx, Message message) {
    @link Attribute<@link Boolean> attr = ctx.attr(auth);
    if (message instanceof LoginMessage) {
        authenticate((LoginMessage) o);
        attr.set(true);
    } else if (message instanceof GetDataMessage) {
        if (attr.get()) {
            ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
        } else {
            fail();
        }
    }
    ...
}

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

// @Override
public class DataServerInitializer extends @link ChannelInitializer\&lt;@link Channel\&gt; {
    private static final DataServerHandler SHARED = new DataServerHandler();

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

The @code @Sharable annotation
In the example above which used an @link AttributeKey, you might have noticed the @code @Sharable annotation.
If a @link ChannelHandler is annotated with the @code @Sharable annotation, it means you can create an instance of the handler just once and
add it to one or more @link ChannelPipeline)s multiple times without
a race condition.
If this annotation is not specified, you have to create a new handler
every time you add it to a pipeline because it has unshared state
such as member variables.
This annotation is provided for documentation purpose, just like the JCIP annotations. Please refer to the `ChannelHandler`, and `ChannelPipeline` to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

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*/opt/ws_local/PERMITS_SQL/1073709946_159893444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/SctpMessage.java
*/opt/ws_local/PERMITS_SQL/1073709946_159893444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/SctpChannel.java
*/opt/ws_local/PERMITS_SQL/1073709946_159893444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/SctpNotificationHandler.java
*/opt/ws_local/PERMITS_SQL/1073709946_159893444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/traffic/AbstractTrafficShapingHandler.java
*/opt/ws_local/PERMITS_SQL/1073709946_159893444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/SctpServerChannelConfig.java
*/opt/ws_local/PERMITS_SQL/1073709946_159893444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/example/worldclock/WorldClockProtocol.proto
*/opt/ws_local/PERMITS_SQL/1073709946_159893444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/DefaultSctpChannelConfig.java
*/opt/ws_local/PERMITS_SQL/1073709946_159893444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/SctpChannelConfig.java
*/opt/ws_local/PERMITS_SQL/1073709946_159893444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/SctpServerChannel.java
*/opt/ws_local/PERMITS_SQL/1073709946_159893444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/sctp/io/NioSctpChannel.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/AddressResolver.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/DnsSection.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/HostsFileParser.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/SingletonDnsServerAddresses.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollMode.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/dns/DnsServerAddressStream.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/dns/AbstractDnsRecord.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/socksx/SocksPortUnificationServerHandler.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/cookie/ServerCookieEncoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/UnixChannelAdapter.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/codec/http/cookie/CookieHeaderNames.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/FileDescriptor.java

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/handler/codec/dns/DnsRecordType.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/channel/epoll/TcpMd5Util.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/example/http2/tiles/HttpServer.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/buffer/UnpooledSlicedByteBuf.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/example/http2/tiles/ImageCache.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/channel/pool/ChannelHealthChecker.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/buffer/PoolSubpageMetric.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/channel/epoll/AbstractEpollStreamChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/handler/codec/dns/DatagramDnsQuery.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/buffer/UnsafeByteBufUtil.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/handler/ssl/ClientAuth.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/channel/unix/ServerDomainSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/handler/codec/dns/DnsNameResolverException.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/channel/pool/ChannelHealthChecker.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/buffer/PoolSubpageMetric.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4.1-4.9-final-sources.jar/io/netty/example/sctp/multihoming/ScpMultiHomingEchoClient.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/pool/SimpleChannelPool.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/MaxBytesRecvByteBufAllocator.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollServerDomainSocketChannel.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/unix/DomainSocketChannel.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/handler/pool/ChannelPoolMap.java
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/resolver/AbstractAddressResolver.java
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 */

/**
 * A decoder that splits the received [link ByteBuf]s dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 * <p>
 * [link LengthFieldBasedFrameDecoder] has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
 * you the basic idea on which option does what.
 *
 * <h3>2 bytes length field at offset 0, do not strip header</h3>
 *
 * The value of the length field in this example is <tt>12 (0xC)</tt> which
 * represents the length of "HELLO, WORLD". By default, the decoder assumes
that the length field represents the number of the bytes that follows the
length field. Therefore, it can be decoded with the simplistic parameter
combination.
* <pre>
* <b>lengthFieldOffset</b>   = <b>0</b>
* <b>lengthFieldLength</b>   = <b>2</b>
* lengthAdjustment    = 0
* initialBytesToStrip = 0 (= do not strip header)
* 
* BEFORE DECODE (14 bytes)     AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
* 
* <h3>2 bytes length field at offset 0, strip header</h3>
* 
* Because we can get the length of the content by calling
* {@link ByteBuf#readableBytes()}, you might want to strip the length
* field by specifying <tt>initialBytesToStrip</tt>. In this example, we
* specified <tt>2</tt>, that is same with the length of the length field, to
* strip the first two bytes.
* <pre>
* lengthFieldOffset   = 0
* lengthFieldLength   = 2
* lengthAdjustment    = 0
* <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)
* 
* BEFORE DECODE (14 bytes)     AFTER DECODE (12 bytes)
* +--------+----------------+      +----------------+
* | Length | Actual Content |----->| Actual Content |
* | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
* +--------+----------------+      +----------------+
* </pre>
* 
* <h3>2 bytes length field at offset 0, do not strip header, the length field
* represents the length of the whole message</h3>
* 
* In most cases, the length field represents the length of the message body
* only, as shown in the previous examples. However, in some protocols, the
* length field represents the length of the whole message, including the
* message header. In such a case, we specify a non-zero
* <tt>lengthAdjustment</tt>. Because the length value in this example message
* is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt>
* as <tt>lengthAdjustment</tt> for compensation.
* <pre>
* lengthFieldOffset   = 0
* 

* lengthFieldLength = 2
* <b>lengthAdjustment</b> = <b>-2</b> (= the length of the Length field)
* initialBytesToStrip = 0
*
* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
* +--------+----------------+      +--------+----------------+
* | Length | Actual Content |----->| Length | Actual Content |
* | 0x000E | "HELLO, WORLD" |      | 0x000E | "HELLO, WORLD" |
* +--------+----------------+      +--------+----------------+
* </pre>
*
* <h3>3 bytes length field at the end of 5 bytes header, do not strip header</h3>
*
* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. <tt>lengthAdjustment</tt> is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.
* <pre>
* </pre>
*
* <b>lengthFieldOffset</b> = <b>2</b> (= the length of Header 1)
* <b>lengthFieldLength</b> = <b>3</b>
* lengthAdjustment = 0
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* | Header 1 |  Length  | Actual Content |----->| Header 1 |  Length  | Actual Content |
* | 0xCAFE  | 0x00000C | "HELLO, WORLD" |      | 0xCAFE  | 0x00000C | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
*
* <h3>3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>
*
* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive <tt>lengthAdjustment</tt> so that the decoder counts the extra
* header into the frame length calculation.
* <pre>
* lengthFieldOffset = 0
* lengthFieldLength = 3
* <b>lengthAdjustment</b> = <b>2</b> (= the length of Header 1)
* initialBytesToStrip = 0
*
* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
* +----------+----------+----------------+      +----------+----------+----------------+
* |  Length  | Header 1 | Actual Content |----->|  Length  | Header 1 | Actual Content |
* | 0x00000C | 0xCAFE  | "HELLO, WORLD" |      | 0x00000C | 0xCAFE  | "HELLO, WORLD" |
* +----------+----------+----------------+      +----------+----------+----------------+
* </pre>
* <h3>2 bytes length field at offset 1 in the middle of 4 bytes header, strip the first header field and the length field</h3>
* This is a combination of all the examples above. There are the prepended header before the length field and the extra header after the length field.
* The prepended header affects the lengthFieldOffset and the extra header affects the lengthAdjustment. We also specified a non-zero initialBytesToStrip to strip the length field and the prepended header from the frame. If you don't want to strip the prepended header, you could specify 0 for initialBytesToSkip.
* lengthFieldOffset = 1 (= the length of HDR1)
* lengthFieldLength = 2
* lengthAdjustment = 1 (= the length of HDR2)
* initialBytesToStrip = 3 (= the length of HDR1 + LEN)
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
  * +------------------------+------------------------+
  * | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
  * | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
  * +------------------------+------------------------+
* </pre>
* </h3>2 bytes length field at offset 1 in the middle of 4 bytes header, strip the first header field and the length field, the length field represents the length of the whole message
* Let's give another twist to the previous example. The only difference from the previous example is that the length field represents the length of the whole message instead of the message body, just like the third example. We have to count the length of HDR1 and Length into lengthAdjustment. Please note that we don't need to take the length of HDR2 into account because the length field already includes the whole header length.
* lengthFieldOffset = 1
* lengthFieldLength = 2
* lengthAdjustment = -3 (= the length of HDR1 + LEN, negative)
* initialBytesToStrip = 3
* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
  * +------------------------+------------------------+
  * | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
  * | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
  * +------------------------+------------------------+
* </pre>
* @see LengthFieldPrepender
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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io.netty.handler.codec.LengthFieldBasedFrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io.netty.handler.codec.http2/HpackHuffmanDecoder.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io.netty.handler.codec.http2/HpackHeaderField.java
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*/
/**
 * Set the {@code TCP_MD5SIG} option on the socket. See { @code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */
/**
 * Set the { @code TCP_QUICKACK} option on the socket. See <a
 * href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a>
 * for more details.
 */

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-49-final-sources-jar/io/netty/channel/epoll/EpollSocketChannelConfig.java
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*
// https://tools.ietf.org/html/rfc7540#section-8.1.2.2 makes a special exception for TE

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* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-4-9-final-sources.jar/io/netty/handler/ssl/OpenSslTlsv13X509ExtendedTrustManager.java
* /opt/ws_local/PERMITS_SQL/1073709946_1598983444.54/0/netty-all-4-1-4-9-final-sources.jar/io/netty/resolver/dns/DnsAddressResolveContext.java
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1.631 cyrus-sasl 2.1.26 23.el7

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1.632 jetty-servlet 9.3.9.v20160517

1.633 webswing-server-security 2.5- SNAPSHOT

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1.634 hdrhistogram 2.1.9

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* /opt/cola/permits/1147135715_1616895476.95/0/hdrhistogram-2-1-9-sources-8-jar/org/HdrHistogram/DoubleRecordedValuesIterator.java
* /opt/cola/permits/1147135715_1616895476.95/0/hdrhistogram-2-1-9-sources-8-
javajar/org/HdrHistogram/AllValuesIterator.java
* /opt/cola/permits/1147135715_1616895476.95/0/hdrhistogram-2-1-9-sources-8-
jar/org/HdrHistogram/SingleWriterDoubleRecorder.java
* /opt/cola/permits/1147135715_1616895476.95/0/hdrhistogram-2-1-9-sources-8-
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package org.HdrHistogram;

final class Version {
    public static final String version="$VERSION$";
    public static final String build_time="$BUILD_TIME$";
}

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1.635 rank-eval-client 6.8.5
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1.636 cracklib 2.9.0 11.el7
1.636.1 Available under license:

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Version 2.1, February 1999

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its purpose remains meaningful.

(For example, a function in a library to compute square roots has
a purpose that is entirely well-defined independent of the
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of these things:

a) Accompany the work with the complete corresponding
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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
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that the user who changes the contents of definitions files in the
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copy of the library already present on the user's computer system,
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will operate properly with a modified version of the library, if
the user installs one, as long as the modified version is
interface-compatible with the version that the work was made with.

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

d) If distribution of the work is made by offering access to copy
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specified materials from the same place.

e) Verify that the user has already received a copy of these
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<signature of Ty Coon>, 1 April 1990
Ty Coon, President of Vice

That's all there is to it!
This package was debianized by Jean Pierre LeJacq
<jplejacq@quoininc.com> on Wed, 25 Feb 1998. Martin Pitt
<martin@piware.de> was the package's maintainer up to version 2.7.19-1. The current maintainer is Jan Dittberner
<jandd@debian.org>.

It was downloaded from http://sourceforge.net/projects/cracklib

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Modifications: Added cronjob, configuration file, and man pages.

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CrackLib was originally licensed with a variant of the Artistic license. In the interests of wider acceptance and more modern licensing, it was switched with the original author's blessing to GPL v2.

This approval was carried out in email discussions in 2005, and has been reconfirmed as of 2007-10-01 with the following email from Alec Muffett. Cracklib's license was changed from the GPL to the LGPL after consensus of all previous developers in October 2008, effective with release 2.8.15 released on 2009-11-19. See the email discussion below for both license changes.

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EFFECTIVE OCT 2008, LICENSE IS BEING CHANGED TO LGPL-2.1 (though not reflected in released code until Nov 2009 - slow release cycle...)
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Discussion thread from mailing list archive, with approval from everyone actively involved or holding original licensing rights included.

[Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:16

Attachments: Message as HTML

looks like 2.8.11 is out and marked as "GPL-2" ... releasing libraries under GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists

Mike Frysinger

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:18
I understand that, and you're welcome to bring it up with Alec directly and see if he wants to relicense his code as LGPL... but at this point, it was enough to just get it consistent and documented as to what it was released under. This wasn't actually a license change, just a clarification of the licensing that was already in place.

-- Nathan

------------------------------------------------------------
Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

> -----Original Message-----
> From: cracklib-devel-bounces@li...
> [mailto:cracklib-devel-bounces@li...] On Behalf Of
> Mike Frysinger
> Sent: Monday, October 01, 2007 8:15 PM
> To: cracklib-devel@li...
> Subject: [Cracklib-devel] cracklib license
> >=20
> looks like 2.8.11 is out and marked as "GPL-2" ... releasing libraries under GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists
> -mike

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:33

Attachments: Message as HTML

On Monday 01 October 2007, Neulinger, Nathan wrote:
> I understand that, and you're welcome to bring it up with Alec directly and see if he wants to relicense his code as LGPL... but at this point, it was enough to just get it consistent and documented as to what it was released under. This wasn't actually a license change, just a
> clarification of the licensing that was already in place.

the original license (before moving to sourceforge -- aka, 2.7) was not GPL-2 ... it was a modified artistic license ... i didn't notice the license change until it was mentioned in the latest notes.

unlike the old license, GPL-2 prevents people from using cracklib unless their applications are also GPL-2 which imo is just wrong. it isn't the place of the library to dictate to application writes what license they should be using. thus LGPL-2.1 enters to fill this void.

=2Dmike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:46
Seems like the ideal thing here would be for you and the other distro maintainers to get together with Alec in a conversation and come to a decision as to what licensing scheme y'all want. I haven't really done much other than cleaning up the packaging and patches and a small bit of additional code, so whatever licensing y'all come up with is fine by me.

-- Nathan

------------------------------------------------------------
Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

> -----Original Message-----
> From: cracklib-devel-bounces@li...
> [mailto:cracklib-devel-bounces@li...] On Behalf Of Mike Frysinger
> Sent: Monday, October 01, 2007 8:33 PM
> To: Neulinger, Nathan
> Cc: cracklib-devel@li...; Alec Muffett
> Subject: Re: [Cracklib-devel] cracklib license
>
> On Monday 01 October 2007, Neulinger, Nathan wrote:
> I understand that, and you're welcome to bring it up with Alec
directly
> and see if he wants to relicense his code as LGPL... but at this
> point,
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> released under. This wasn't actually a license change, just a
> clarification of the licensing that was already in place.
>>=20
> the original license (before moving to sourceforge -- aka, 2.7) was
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> unlike the old license, GPL-2 prevents people from using cracklib
> unless their
> applications are also GPL-2 which imo is just wrong. it isn't the
> place of a
> library to dictate to application writes what license they should
> be using.
> thus LGPL-2.1 enters to fill this void.
> -mike

Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2007-10-02 08:57
> Seems like the ideal thing here would be for you and the other distro
> maintainers to get together with Alec in a conversation and come to a
> decision as to what licensing scheme y'all want. I haven't really done
> much other than cleaning up the packaging and patches and a small
> bit of
> additional code, so whatever licensing y'all come up with is fine
> by me.

I am sympathetic. Guys, what do you reckon?

What I am hearing so far is that LGPL makes sense, since it can be
linked with any code, not just GPL...

-a

Re: [Cracklib-devel] cracklib license
From: Devin Reade <gdr@gn...> - 2007-10-02 15:04
I would like to see it under LGPL as well. I think it is in everyone's
best interests to have as secure systems as possible, and I think tainting
it via GPL will just make it less likely that the library gets used, and
will not usually cause companies/developers to GPL the dependent code
(where it is not already GPL).

I like GPL, I use it when I can, but I don't think that it's the correct
license in this situation.
Re: [Cracklib-devel] cracklib license
From: Nalin Dahyabhai <nalin@re...> - 2008-01-28 16:32
On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
  > > Seems like the ideal thing here would be for you and the other distro
  > > maintainers to get together with Alec in a conversation and come to a
  > > decision as to what licensing scheme y'all want. I haven't really done
  > > much other than cleaning up the packaging and patches and a small
  > > bit of
  > > additional code, so whatever licensing y'all come up with is fine
  > > by me.
  >
  > I am sympathetic. Guys, what do you reckon?
  >
  > What I am hearing so far is that LGPL makes sense, since it can be
  > linked with any code, not just GPL...

My apologies for not chiming in in anything resembling a reasonable
timeframe.

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GPLv2 with the option of using the library under a later version of the
GPL would permit applications which were released under version 3 of the
GPL to use the library, too, which would be sufficient for the packages
which are included in Fedora. FWIW, I'd personally lean toward LGPL.

In any case, I thank you both for working on sorting this out.

Cheers,

Nalin

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2008-10-05 21:27

Attachments: Message as HTML
On Monday 28 January 2008, Nalin Dahyabhai wrote:
  > On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
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looks like everyone is OK with LGPL-2.1 (GNU Lesser license), so can we make
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-mike

Re: [Cracklib-devel] cracklib license
From: Alec Muffett <alecm@cr...> - 2008-10-05 23:18
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> the change now?

yes. go for it. thanks++

-a

Re: [Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2008-10-25 22:34

Attachments: Message as HTML
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yes. go for it. thanks++
Nathan Neulinger is the only one who can actually make said change...

-mike

---

BELOW IS ORIGINAL LICENSING DISCUSSION RE CHANGING TO GPL from Artistic.
---

CrackLib was originally licensed with a variant of the Artistic license. In the interests of wider acceptance and more modern licensing, it was switched with the original author's blessing to GPL v2.

This approval was carried out in email discussions in 2005, and has been reconfirmed as of 2007-10-01 with the following email from Alec Muffett.

The below email references nneul@umr.edu address, as that is the address that was used at the time. For any future emails regarding this, please use nneul@neulinger.org.

-------------------------------------
From alecm@crypticide.com Mon Oct  1 12:26:03 2007
Received: from umr-exproto2.cc.umr.edu ([131.151.0.192]) by UMR-CMAIL1.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
Mon, 1 Oct 2007 12:26:03 -0500
Received: from scansrv2.srv.mst.edu ([131.151.1.114]) by umr-exproto2.cc.umr.edu with Microsoft SMTPSVC(6.0.3790.3959);
Mon, 1 Oct 2007 12:26:02 -0500
Received: (qmail 8022 invoked from network); 1 Oct 2007 16:59:55 -0000
Received: from smtp1.srv.mst.edu (131.151.1.43)
by scanin-ipv4.cc.umr.edu with SMTP; 1 Oct 2007 16:59:55 -0000
Received: from spunkymail-mx8.g.dreamhost.com (mx1.spunky.mail.dreamhost.com [208.97.132.47])
by smtp1.srv.mst.edu (8.13.1/8.13.1) with ESMTP id l91Gxtpr020623
for <nneul@umr.edu>; Mon, 1 Oct 2007 11:59:55 -0500
Received: from rutherford.zen.co.uk (rutherford.zen.co.uk [212.23.3.142])
by spunkymail-mx8.g.dreamhost.com (Postfix) with ESMTP id 2C7734D311
for <nneul@neulinger.org>; Mon, 1 Oct 2007 09:59:50 -0700 (PDT)
Received: from [82.68.43.14] (helo=[192.168.1.3])
by rutherford.zen.co.uk with smtp (Exim 4.50)
id 1IcOcX-0004Qt-6L
for mneul@neulinger.org; Mon, 01 Oct 2007 16:59:49 +0000
Mime-Version: 1.0 (Apple Message framework v752.2)
In-Reply-To: <1b1b3f4d80710010908k11dac0afp1f2dd47471059ff9a4@mail.gmail.com>
References: <1190922867.3457.147.camel@localhost.localdomain>
<EC90713277D2BE41B7110CCD74E235CEF44F38@UMR-CMAIL1.umr.edu>
The license for my code in the Cracklib distribution is henceforth GPL.

Happy now? :-)

-a

--------------

EFFECTIVE OCT 2008, LICENSE IS BEING CHANGED TO LGPL-2.1 (though not reflected in released code until Nov 2009 - slow release cycle...)

--------------

Discussion thread from mailing list archive, with approval from everyone actively involved or holding original licensing rights included.

[Cracklib-devel] cracklib license
From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:16
looks like 2.8.11 is out and marked as "GPL-2" ... releasing libraries under GPL-2 is not desirable at all ... this is why the LGPL-2.1 exists

--- Mike

Re: [Cracklib-devel] cracklib license

From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:18

I understand that, and you're welcome to bring it up with Alec directly and see if he wants to relicense his code as LGPL... but at this point, it was enough to just get it consistent and documented as to what it was released under. This wasn't actually a license change, just a clarification of the licensing that was already in place.

-- Nathan

> -----Original Message-----
> From: cracklib-devel-bounces@li...
> [mailto:cracklib-devel-bounces@li...] On Behalf Of Mike Frysinger
> Sent: Monday, October 01, 2007 8:15 PM
> To: cracklib-devel@li...
> Subject: [Cracklib-devel] cracklib license
>
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Re: [Cracklib-devel] cracklib license

From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:33

Attachments: Message as HTML

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From: Mike Frysinger <vapier@ge...> - 2007-10-02 01:33

Attachments: Message as HTML

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the original license (before moving to sourceforge -- aka, 2.7) was not GPL-2 ... it was a modified artistic license ... i didn't notice the license change until it was mentioned in the latest notes.

unlike the old license, GPL-2 prevents people from using cracklib unless their applications are also GPL-2 which imo is just wrong. it isn't the place of a library to dictact to application writes what license they should be using. thus LGPL-2.1 enters to fill this void.

--mike

Re: [Cracklib-devel] cracklib license
From: Neulinger, Nathan <nneul@um...> - 2007-10-02 01:46
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-- Nathan

------------------------------------------------------------
Nathan Neulinger EMail: nneul@um...
University of Missouri - Rolla Phone: (573) 341-6679
UMR Information Technology Fax: (573) 341-4216

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> Mike Frysinger
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> To: Neulinger, Nathan
> Cc: cracklib-devel@li...; Alec Muffett
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I am sympathetic. Guys, what do you reckon?

What I am hearing so far is that LGPL makes sense, since it can be linked with any code, not just GPL....

-a

I would like to see it under LGPL as well. I think it is in everyone's best interests to have as secure systems as possible, and I think tainting it via GPL will just make it less likely that the library gets used, and will not usually cause companies/developers to GPL the dependent code (where it is not already GPL).

I like GPL, I use it when I can, but I don't think that it's the correct license in this situation.

Devin

--
If it's sinful, it's more fun.

Re: [Cracklib-devel] cracklib license
From: Nalin Dahyabhai <nalin@re...> - 2008-01-28 16:32
On Tue, Oct 02, 2007 at 09:57:31AM +0100, Alec Muffett wrote:
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The license for my code in the Cracklib distribution is henceforth GPL.

Happy now? :-)

-a

1.637 acl 2.2.53-6

1.637.1 Available under license:

Most components of the "acl" package are licensed under
Version 2.1 of the GNU Lesser General Public License (see COPYING.LGPL).

Some components (as annotated in the source) are licensed
under Version 2 of the GNU General Public License (see below),

------------------------------------------

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/**
* @param authentication represents the user in question. Should not be null.
* @param targetDomainObject the domain object for which permissions should be
* checked. May be null in which case implementations should return false, as the null
* condition can be checked explicitly in the expression.
* @param permission a representation of the permission object as supplied by the
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* @return true if the permission is granted, false otherwise
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* /opt/ws_local/PERMITS_SQL/1068924438_1594435268.09/0/spring-security-core-5-2-2-release-sources-1-jar/org/springframework/security/access/vote/AbstractAccessDecisionManager.java

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 */
Reviews the <code>Object</code> returned from a secure object invocation, being able to
modify the <code>Object</code> or throw an <code>@link AccessDeniedException</code>.

Typically used to ensure the principal is permitted to access the domain object
instance returned by a service layer bean. Can also be used to mutate the domain object
instance so the principal is only able to access authorised bean properties or
<code>Collection</code> elements.

Special consideration should be given to using an <code>AfterInvocationManager</code> on bean methods that modify a database. Typically an
<code>AfterInvocationManager</code> is used with read-only methods, such as
<code>public DomainObject getById(id)</code>. If used with methods that modify a
database, a transaction manager should be used to ensure any
<code>AccessDeniedException</code> will cause a rollback of the changes made by the
transaction.

@author Ben Alex

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* /opt/ws_local/PERMITS_SQL/1068924438_1594435268.09/0/spring-security-core-5-2-2-release-sources-1-jar/org/springframework/security/crypto/argon2/Argon2PasswordEncoder.java
* /opt/ws_local/PERMITS_SQL/1068924438_1594435268.09/0/spring-security-core-5-2-2-release-sources-1-jar/org/springframework/security/authentication/event/LogoutSuccessEvent.java
* /opt/ws_local/PERMITS_SQL/1068924438_1594435268.09/0/spring-security-core-5-2-2-release-sources-1-jar/org/springframework/security/authentication/ReactiveAuthenticationManagerAdapter.java
* /opt/ws_local/PERMITS_SQL/1068924438_1594435268.09/0/spring-security-core-5-2-2-release-sources-1-jar/org/springframework/security/authentication/AbstractUserDetailsReactiveAuthenticationManager.java
* /opt/ws_local/PERMITS_SQL/1068924438_1594435268.09/0/spring-security-provisioning/JdbcUserDetailsManager.java
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 */
/**
 * Determines if the [@link #getAuthentication()] has permission to access the target
 * given the permission
 * @param target the target domain object to check permission on
 * @param permission the permission to check on the domain object (i.e. "read",
 * "write", etc).
 * @return true if permission is granted to the [@link #getAuthentication()], else
 * false
 */

Found in path(s):
/*
 * /opt/ws_local/PERMITS_SQL/1068924438_1594435268.09/0/spring-security-core-5-2-2-release-sources-1-
 * jar/org/springframework/security/access/expression/SecurityExpressionOperations.java
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 * *
 * @author Luke Taylor
* @since 3.0
* @deprecated Use java.util.Base64
*

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  jar/org/springframework/security/crypto/codec/Base64.java
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  jar/org/springframework/security/crypto/bcrypt/BCrypt.java

1.645 hikaricp-java7 2.4.13

1.646 aether-spi 1.7

1.647 six 1.16.0

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1.653 goterm 0.0.0-20190703233501-fc88cf888a3f

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1.660 libxfont 7.5-21.el7

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

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DRuntime: Runtime Library for the D Programming Language
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* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4-1-43-final-sources-1-
  jar/io/netty/handler/codec/ValueConverter.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4-1-43-final-sources-1-
  jar/io/netty/handler/codec/CharSequenceValueConverter.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4-1-43-final-sources-1-
  jar/io/netty/handler/codec/DefaultHeadersImpl.java

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jar/io/netty/handler/codec/protobuf/ProtobufDecoderNano.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4.1.43-final-sources-1-
jar/io/netty/handler/codec/UnsupportedValueConverter.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4.1.43-final-sources-1-
jar/io/netty/handler/codec/HeadersUtils.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4.1.43-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtobufEncoderNano.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4.1.43-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtobufEncoder.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4.1.43-final-sources-1-
jar/io/netty/handler/codec/ProtocolDetectionState.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4.1.43-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32FrameDecoder.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4.1.43-final-sources-1-
jar/io/netty/handler/codec/protobuf/ProtobufVarint32LengthFieldPrepender.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4.1.43-final-sources-1-
jar/io/netty/handler/codec/ProtocolDetectionResult.java

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jar/io/netty/handler/codec/serialization/CompactObjectInputStream.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4-1-43-final-sources-1-jar/io/netty/handler/codec/MessageToMessageDecoder.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4-1-43-final-sources-1-jar/io/netty/handler/codec/CorruptedFrameException.java

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/**
 * Enumeration of supported Base64 dialects.
 * <p>
 * The internal lookup tables in this class has been derived from
 * <a href="http://iharder.sourceforge.net/current/java/base64/">Robert Harder's Public Domain
 * Base64 Encoder/Decoder</a>.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4.1.43-final-sources-1.jar/io/netty/handler/codec/base64/Base64Dialect.java
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  jar/io/netty/handler/codec/compression/CompressionUtil.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4-1-43-final-sources-1-
  jar/io/netty/handler/codec/DatagramPacketEncoder.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4-1-43-final-sources-1-
  jar/io/netty/handler/codec/string/LineSeparator.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4-1-43-final-sources-1-
  jar/io/netty/handler/codec/string/LineEncoder.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4-1-43-final-sources-1-
  jar/io/netty/handler/codec/compression/ByteBufChecksum.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4-1-43-final-sources-1-
  jar/io/netty/handler/codec/CodecOutputList.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4-1-43-final-sources-1-
  jar/io/netty/handler/codec/DatagramPacketDecoder.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4-1-43-final-sources-1-
  jar/io/netty/handler/codec/DateFormatter.java
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*/
/**
 * A decoder that splits the received {@link ByteBuf}s dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 * <p>
 * {@link LengthFieldBasedFrameDecoder} has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
you the basic idea on which option does what.

2 bytes length field at offset 0, do not strip header

The value of the length field in this example is 12 (0x0C) which represents the length of "HELLO, WORLD". By default, the decoder assumes that the length field represents the number of the bytes that follows the length field. Therefore, it can be decoded with the simplistic parameter combination.

Before decode (14 bytes)

```
+--------+----------------+      +--------+----------------+
| Length | Actual Content |----->| Length | Actual Content |
| 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
+--------+----------------+      +--------+----------------+
```

Before decode (14 bytes)

2 bytes length field at offset 0, strip header

Because we can get the length of the content by calling

```
{| ByteBuf#readableBytes()}, you might want to strip the length field by specifying initialBytesToStrip. In this example, we specified 2, that is same with the length of the length field, to strip the first two bytes.
```

Before decode (14 bytes)

```
LENGTH | Actual Content |----->| Actual Content |
| 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
```

Before decode (14 bytes)

2 bytes length field at offset 0, do not strip header, the length field represents the length of the whole message

In most cases, the length field represents the length of the message body only, as shown in the previous examples. However, in some protocols, the length field represents the length of the whole message, including the
* message header. In such a case, we specify a non-zero
* `<tt>lengthAdjustment</tt>`. Because the length value in this example message
* is always greater than the body length by `<tt>2</tt>`, we specify `<tt>-2</tt>`
* as `<tt>lengthAdjustment</tt>` for compensation.

* `</pre>`
* `lengthFieldOffset` = 0
* `lengthFieldLength` = 2
* `<b>``length Adjustment` = `<b>`-2`<b>` (= the length of the Length field)
* `initialBytesToStrip` = 0

* `</pre>`

* BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)

* | Length | Actual Content |------>| Length | Actual Content |
* | 0x0000E | "HELLO, WORLD" |      | 0x0000E | "HELLO, WORLD" |
* `</pre>`

* `<h3>`3 bytes length field at the end of 5 bytes header, do not strip header</h3>

* The following message is a simple variation of the first example. An extra
* header value is prepended to the message. `<tt>lengthAdjustment</tt>` is zero
* again because the decoder always takes the length of the prepended data into
* account during frame length calculation.

* `</pre>`
* `<b>``lengthFieldOffset` = `<b>`2`<b>` (= the length of Header 1)
* `<b>``lengthFieldLength` = `<b>`3`<b>`
* `lengthAdjustment` = 0
* `initialBytesToStrip` = 0

* `</pre>`

* BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)

* | Header 1 | Length | Actual Content |------>| Header 1 | Length | Actual Content |
* | 0xCAFE | 0x00000C | "HELLO, WORLD" |      | 0xCAFE | 0x00000C | "HELLO, WORLD" |
* `</pre>`

* `<h3>`3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>

* This is an advanced example that shows the case where there is an extra
* header between the length field and the message body. You have to specify a
* positive `<tt>lengthAdjustment</tt>` so that the decoder counts the extra
* header into the frame length calculation.

* `</pre>`
* `lengthFieldOffset` = 0
* `lengthFieldLength` = 3
* `<b>``lengthAdjustment` = `<b>`2`<b>` (= the length of Header 1)
* `initialBytesToStrip` = 0

*
BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
+-------------------+-------------------+
| Length | Header 1 | Actual Content | Length | Header 1 | Actual Content |
+-------------------+-------------------+
| 0x00000C | 0xCAFE | "HELLO, WORLD" | 0x00000C | 0xCAFE | "HELLO, WORLD" |
+-------------------+-------------------+
</pre>

* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
+-------------------+-------------------+
| HDR1 | Length | HDR2 | Actual Content | HDR2 | Actual Content |
+-------------------+-------------------+
| 0xCA | 0x000C | 0xFE | "HELLO, WORLD" | 0xFE | "HELLO, WORLD" |
+-------------------+-------------------+
</pre>

This is a combination of all the examples above. There are the prepended header before the length field and the extra header after the length field.

The prepended header affects the <tt>lengthFieldOffset</tt> and the extra header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero <tt>initialBytesToStrip</tt> to strip the length field and the prepended header from the frame. If you don't want to strip the prepended header, you could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.

* BEFORE DECODE (16 bytes) AFTER DECODE (13 bytes)
+-------------------+-------------------+
| HDR1 | Length | HDR2 | Actual Content |
+-------------------+-------------------+
| 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |
+-------------------+-------------------+
</pre>

Let's give another twist to the previous example. The only difference from the previous example is that the length field represents the length of the whole message instead of the message body, just like the third example. We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.

Please note that we don't need to take the length of HDR2 into account because the length field already includes the whole header length.
* | HDR1 | Length | HDR2 | Actual Content |------->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |

* @see LengthFieldPrepender

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4-1-43-final-sources-1-jar/io/netty/handler/codec/LengthFieldBasedFrameDecoder.java

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 */

/**
 * Utility class for [ @link ByteBuf ] that encodes and decodes to and from
 * @a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
 *
 * The encoding and decoding algorithm in this class has been derived from
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 */

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jar/io/netty/handler/codec/compression/LzfDecoder.java
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jar/io/netty/handler/codec/compression/Crc32c.java
* /opt/ws_local/PERMITS_SQL/1063377366_1592971932.88/0/netty-codec-4-1-43-final-sources-1-
jar/io/netty/handler/codec/compression/JdkZlibDecoder.java

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* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3-5-sources-jar/org/codehaus/plexus/archiver/ArchiveEntry.java
* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3-5-sources-jar/org/codehaus/plexus/archiver/tar/TarUnArchiver.java
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* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3-5-sources-jar/org/codehaus/plexus/archiver/gzip/GZipUnArchiver.java
* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3-5-sources-jar/org/codehaus/plexus/archiver/jar/ManifestException.java
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* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3-5-sources-jar/org/codehaus/plexus/archiver/AbstractUnArchiver.java
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jar/org/codehaus/plexus/archiver/zip/ZipUnArchiver.java
* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3-5-sources-jar/org/codehaus/plexus/archiver/bzip2/BZip2Archiver.java
* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3-5-sources-jar/org/codehaus/plexus/archiver/gzip/GZipCompressor.java
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* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3-5-sources-jar/org/codehaus/plexus/archiver/AbstractArchiver.java
* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3-5-sources-jar/org/codehaus/plexus/archiver/tar/TarBZip2UnArchiver.java
* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3-5-sources-jar/org/codehaus/plexus/archiver/util/Compressor.java
* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3-5-sources-jar/org/codehaus/plexus/archiver/jar/ManifestConstants.java
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  jar/org/codehaus/plexus/archiver/xz/XZArchiver.java
* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3-5-sources-
  jar/org/codehaus/plexus/archiver/tar/TarXZUnArchiver.java
* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3-5-sources-
  jar/org/codehaus/plexus/archiver/tar/PlexusIoXZResourceCollection.java
* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3-5-sources-
  jar/org/codehaus/plexus/archiver/tar/PlexusIoTarXZFileResourceCollection.java
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jar/org/codehaus/plexus/archiver/xx/ZCompressor.java
* /opt/cola/permits/1150251337_1627682077.87/0/plexus-archiver-3.5-sources-
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jar/org/codehaus/plexus/archiver/zip/ZipSymlinkResource.java
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      interactive use in the most ordinary way, to print or display an
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      a warranty) and that users may redistribute the program under
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Because of this blurred distinction, using the ordinary General
Public License for libraries did not effectively promote software sharing, because most developers did not use the libraries. We concluded that weaker conditions might promote sharing better.

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

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1.678 kerberos 1.15.1-50.el7

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cmd/krb5/kadmin/server/ipropd_svc.c
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lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
and the initial implementation of incremental propagation, including
the following new or changed files:

include/iprop_hdr.h
kadmin/server/ipropd_svc.c
lib/kdb/iprop.x
lib/kdb/kdb_convert.c
lib/kdb/kdb_log.c
lib/kdb/kdb_log.h
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It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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It is currently developed by a community of developers, as well as supported
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SNMP4J 2 - MessageDispatcher.java

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1.690 yaml 1.2.0

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* /opt/cola/permits/1212207596_1633726302.78/0/helidon-config-yaml-1.2.0-sources-1-jar/io/helidon/config/yaml/YamlConfigParserBuilder.java
* /opt/cola/permits/1212207596_1633726302.78/0/helidon-config-yaml-1.2.0-sources-1-jar/io/helidon/config/yaml/internal/package-info.java
* /opt/cola/permits/1212207596_1633726302.78/0/helidon-config-yaml-1.2.0-sources-1-jar/io/helidon/config/yaml/internal/YamlFileTypeDetector.java

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1.691 netty-buffer 4.1.22.Final

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* /opt/cola/permits/1111556681_1606933694.04/0/netty-buffer-4-1-22-final-sources-
  jar/io/netty/buffer/PoolChunkMetric.java
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  jar/io/netty/buffer/UnsafeByteBufUtil.java
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* /opt/cola/permits/1111556681_1606933694.04/0/netty-buffer-4-1-22-final-sources-jar/io/netty/buffer/WrappedByteBuf.java
* /opt/cola/permits/1111556681_1606933694.04/0/netty-buffer-4-1-22-final-sources-jar/io/netty/buffer/EmptyByteBuf.java
* /opt/cola/permits/1111556681_1606933694.04/0/netty-buffer-4-1-22-final-sources-jar/io/netty/buffer/ByteBufProcessor.java
* /opt/cola/permits/1111556681_1606933694.04/0/netty-buffer-4-1-22-final-sources-jar/io/netty/buffer/ByteBufHolder.java
* /opt/cola/permits/1111556681_1606933694.04/0/netty-buffer-4-1-22-final-sources-jar/io/netty/buffer/ReadOnlyUnsafeDirectByteBuf.java
* /opt/cola/permits/1111556681_1606933694.04/0/netty-buffer-4-1-22-final-sources-jar/io/netty/buffer/AdvancedLeakAwareByteBuf.java
* /opt/cola/permits/1111556681_1606933694.04/0/netty-buffer-4-1-22-final-sources-jar/io/netty/buffer/ReadOnlyByteBufferBuffer.java
* /opt/cola/permits/1111556681_1606933694.04/0/netty-buffer-4-1-22-final-sources-jar/io/netty/buffer/PooledUnsafeDirectByteBuf.java

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Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.

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DCPathButton-39be410/Example-Swift/Example-Swift/ViewController.swift
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DCPathButton-39be410/Example-Swift/Example-SwiftTests/Example_SwiftTests.swift
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DCPathButton-39be410/Example-Swift/Example-Swift/AppDelegate.swift

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Pod::Spec.new do |
  s.name         = "DCPathButton"
  s.version      = "2.1.1"
  s.summary      = "A beautiful button copy from Path®"
  
  s.description = <<-DESC
DCPathButton is a menu button, design by an famous App Path®. Since Path® 4.0, it return to use a tab bar instead of a side bar, and also change the menu button. So I try to implement it and then the DCPathButton born :) DESC
  
  s.homepage     = "https://github.com/Tangdixi/DCPathButton"

  s.license      = {
    :type => 'MIT',
    :text => 'The DCPathButton use the MIT license'
  }

  s.author       = { "Tangdixi" => "Tangdixi@gmail.com" }

  s.platform     = :ios, '7.0'

  s.source       = {
    :git => "https://github.com/Tangdixi/DCPathButton.git",
  }

end
:tag => "2.1.1"
}

s.source_files = 'DCPathButton/Classes/*.{h,m}'

s.resources = ['DCPathButton/Sounds/**']

s.frameworks = 'QuartzCore','AudioToolbox'

s.requires_arc = true

end

Found in path(s):
* /opt/cola/permits/1125758851_1613553092.69/0/tangdixi-dcpathbutton-2-1-3-0-ge4b13fb-tar-gz/Tangdixi-DCPathButton-39be410/DCPathButton.podspec
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1.702 go.mongodb.org-mongo-driver 1.5.1

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1.707 netty-codec 4.1.48.Final

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* /opt/cola/permits/1177956827_1625584670.38/0/netty-codec-4-1-48-final-sources-2-
  jar/io/netty/handler/codec/ValueConverter.java
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* /opt/cola/permits/1177956827_1625584670.38/0/netty-codec-4-1-48-final-sources-2-
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/**
* Utility class for [ @link ByteBuf ] that encodes and decodes to and from
* <a href="http://en.wikipedia.org/wiki/Base64">Base64</a> notation.
* <p>
* The encoding and decoding algorithm in this class has been derived from
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*/

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/**
* Enumeration of supported Base64 dialects.
* <p>
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*/

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* /opt/cola/permits/1177956827_1625584670.38/0/netty-codec-4-1-48-final-sources-2-jar/io/netty/handler/codec/string/LineEncoder.java
* /opt/cola/permits/1177956827_1625584670.38/0/netty-codec-4-1-48-final-sources-2-jar/io/netty/handler/codec/string/LineSeparator.java

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*/
/**
 * A decoder that splits the received ByteBufs dynamically by the
 * value of the length field in the message. It is particularly useful when you
 * decode a binary message which has an integer header field that represents the
 * length of the message body or the whole message.
 * <p>
 * @link LengthFieldBasedFrameDecoder has many configuration parameters so
 * that it can decode any message with a length field, which is often seen in
 * proprietary client-server protocols. Here are some example that will give
 * you the basic idea on which option does what.
 * <h3>2 bytes length field at offset 0, do not strip header</h3>
 */
The value of the length field in this example is <tt>12 (0x0C)</tt> which represents the length of "HELLO, WORLD". By default, the decoder assumes that the length field represents the number of the bytes that follows the length field. Therefore, it can be decoded with the simplistic parameter combination.

* <pre>
  * <b>lengthFieldOffset</b>   = <b>0</b>
  * <b>lengthFieldLength</b>   = <b>2</b>
  * lengthAdjustment    = 0
  * initialBytesToStrip = 0 (= do not strip header)

  * BEFORE DECODE (14 bytes)          AFTER DECODE (14 bytes)
  +--------+----------------+      +--------+----------------+
  | Length | Actual Content |----->| Length | Actual Content |
  | 0x000C | "HELLO, WORLD" |      | 0x000C | "HELLO, WORLD" |
  +--------+----------------+      +--------+----------------+
  * </pre>

* <h3>2 bytes length field at offset 0, strip header</h3>

Because we can get the length of the content by calling <tt>@link ByteBuf#readableBytes()</tt>, you might want to strip the length field by specifying <tt>initialBytesToStrip</tt>. In this example, we specified <tt>2</tt>, that is same with the length of the length field, to strip the first two bytes.

* <pre>
  * lengthFieldOffset   = 0
  * lengthFieldLength   = 2
  * lengthAdjustment    = 0
  * <b>initialBytesToStrip</b> = <b>2</b> (= the length of the Length field)

  * BEFORE DECODE (14 bytes)          AFTER DECODE (12 bytes)
  +--------+----------------+      +----------------+
  | Length | Actual Content |----->| Actual Content |
  | 0x000C | "HELLO, WORLD" |      | "HELLO, WORLD" |
  +--------+----------------+      +----------------+
  * </pre>

* <h3>2 bytes length field at offset 0, do not strip header, the length field represents the length of the whole message</h3>

In most cases, the length field represents the length of the message body only, as shown in the previous examples. However, in some protocols, the length field represents the length of the whole message, including the message header. In such a case, we specify a non-zero <tt>lengthAdjustment</tt>. Because the length value in this example message is always greater than the body length by <tt>2</tt>, we specify <tt>-2</tt> as <tt>lengthAdjustment</tt> for compensation.
**Open Source Used In DCNM 12.12.0(2) 6517**

- `<pre>`
  - `lengthFieldOffset = 0`
  - `lengthFieldLength = 2`
  - `<b>`lengthAdjustment</b> = `<b>`-2</b> (= the length of the Length field)
  - `initialBytesToStrip = 0`

- BEFORE DECODE (14 bytes) AFTER DECODE (14 bytes)
  - `+--------+----------------+
  | Length | Actual Content |
  +--------+----------------+
  | 0x000E  | "HELLO, WORLD" |
  +--------+----------------+

- `<h3>`3 bytes length field at the end of 5 bytes header, do not strip header</h3>

- The following message is a simple variation of the first example. An extra header value is prepended to the message. `<tt>`lengthAdjustment</tt>` is zero again because the decoder always takes the length of the prepended data into account during frame length calculation.

- `<pre>`
  - `<b>`lengthFieldOffset</b> = `<b>`2</b> (= the length of Header 1)
  - `<b>`lengthFieldLength</b> = `<b>`3</b>
  - `lengthAdjustment = 0`
  - `initialBytesToStrip = 0`

- BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
  - `+----------+----------+----------------+
  | Header 1 |  Length  | Actual Content |
  +----------+----------+----------------+
  |  0xCAFE  | 0x00000C | "HELLO, WORLD" |
  +----------+----------+----------------+

- `<h3>`3 bytes length field at the beginning of 5 bytes header, do not strip header</h3>

- This is an advanced example that shows the case where there is an extra header between the length field and the message body. You have to specify a positive `<tt>`lengthAdjustment</tt>` so that the decoder counts the extra header into the frame length calculation.

- `<pre>`
  - `lengthFieldOffset = 0`
  - `lengthFieldLength = 3`
  - `<b>`lengthAdjustment</b> = `<b>`2</b> (= the length of Header 1)
  - `initialBytesToStrip = 0`

- BEFORE DECODE (17 bytes) AFTER DECODE (17 bytes)
  - `+----------+----------+----------------+
  |  Length  | Header 1  | Actual Content |
  +----------+----------+----------------+
  | 0x00000C | 0xCAFE   | "HELLO, WORLD" |
  +----------+----------+----------------+
* This is a combination of all the examples above. There are the prepended
* header before the length field and the extra header after the length field.
* The prepended header affects the <tt>lengthFieldOffset</tt> and the extra
* header affects the <tt>lengthAdjustment</tt>. We also specified a non-zero
* <tt>initialBytesToStrip</tt> to strip the length field and the prepended
* header from the frame. If you don't want to strip the prepended header, you
* could specify <tt>0</tt> for <tt>initialBytesToSkip</tt>.
* <pre>
* lengthFieldOffset   = 1 (= the length of HDR1)
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>1</b> (= the length of HDR2)
* <b>initialBytesToStrip</b> = <b>3</b> (= the length of HDR1 + LEN)
* 
* BEFORE DECODE (16 bytes)                       AFTER DECODE (13 bytes)
* +-----------------+-----------------+-----------------+      +-----------------+-----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x000C | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +-----------------+-----------------+-----------------+
* </pre>

* Let's give another twist to the previous example. The only difference from
* the previous example is that the length field represents the length of the
* whole message instead of the message body, just like the third example.
* We have to count the length of HDR1 and Length into <tt>lengthAdjustment</tt>.
* Please note that we don't need to take the length of HDR2 into account
* because the length field already includes the whole header length.
* <pre>
* lengthFieldOffset   = 1
* lengthFieldLength   = 2
* <b>lengthAdjustment</b>    = <b>-3</b> (= the length of HDR1 + LEN, negative)
* <b>initialBytesToStrip</b> = <b>3</b>
* 
* BEFORE DECODE (16 bytes)                       AFTER DECODE (13 bytes)
* +-----------------+-----------------+-----------------+      +-----------------+-----------------+
* | HDR1 | Length | HDR2 | Actual Content |----->| HDR2 | Actual Content |
* | 0xCA | 0x0010 | 0xFE | "HELLO, WORLD" |      | 0xFE | "HELLO, WORLD" |
* +-----------------+-----------------+-----------------+
* </pre>
* @see LengthFieldPrepender
*/

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jar/io/netty/handler/codec/FixedLengthFrameDecoder.java
* /opt/cola/permits/1177956827_1625584670.380/netty-codec-4-1-48-final-sources-2.jar/io/netty/handler/codec/MessageToByteEncoder.java
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/*
$Id: ClassWorldException.java 78 2004-07-01 13:59:13Z jvanzyl $

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$Id: DuplicateRealmException.java 78 2004-07-01 13:59:13Z jvanzy1 $

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$Id: Handler.java 115 2005-07-03 15:23:59Z jvanzyl $

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* /opt/cola/permits/1136703427_1613865017.18/0/classworlds-1-1-sources-4.jar/ org/codehaus/classworlds/uberjar/protocol/jar/JarURLConnection.java
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/*
$Id: DefaultClassRealm.java 94 2004-08-09 22:00:16Z jvanzy1 $
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/*
 * $Id: RealmClassLoader.java 114 2005-07-03 15:21:02Z jvanzyl $
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No license file was found, but licenses were detected in source scan.

/*
$Id: ClassRealm.java 94 2004-08-09 22:00:16Z jvanzyl $

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/*

$Id: InitialClassLoader.java 78 2004-07-01 13:59:13Z jvanzyl $

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* /opt/cola/permits/1136703427_1613865017.18/0/classworlds-1-1-sources-4-
jar/org/codehaus/classworlds/uberjar/boot/InitialClassLoader.java
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/*
$Id: Launcher.java 108 2004-11-02 18:41:08Z mhw $

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* /opt/cola/permits/1136703427_1613865017.18/0/classworlds-1-1-sources-4.jar/org/codehaus/classworlds/Launcher.java
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/*
$Id: Bootstrapper.java 78 2004-07-01 13:59:13Z jvanzyl $

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* /opt/cola/permits/1136703427_1613865017.18/0/classworlds-1-1-sources-4-
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/*
$Id: Entry.java 89 2004-07-18 00:40:00Z dandiep $

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Found in path(s):
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/*
$Id: Configurator.java 108 2004-11-02 18:41:08Z mhw $

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* /

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* /opt/cola/permits/1136703427_1613865017.18/0/classworlds-1-1-sources-4-jar/org/codehaus/classworlds/Configurator.java

1.714 sisu-inject-plexus 1.4.2

1.715 commons 2.3.0.CR1

1.715.1 Available under license:

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1.716 plexus-interpolation 1.15

1.717 proxool 0.8.3

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   analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
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1.724 ncurses 6.2-0ubuntu2

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--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
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- trivial database library - private includes
-
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This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:
http://sourceforge.net/projects/e2fsprogs

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

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This is the Debian GNU/Linux prepackaged version of the static EXT2
file system consistency checker (e2fsck.static). The EXT2 utilities
were written by Theodore Ts'o <tytso@mit.edu> and Remy Card
<card@masi.ibp.fr>.

Sources were obtained from http://sourceforge.net/projects/e2fsprogs

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On Debian GNU systems, the complete text of the GNU General Public License can be found in `/usr/share/common-licenses/GPL-2'. This is the Debian GNU/Linux prepackaged version of the ss command-line interface parsing library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".

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

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

# BSIDLIB_VERSION = 1.0
# BSIDLIB_IMAGE = libce
# BSIDLIB_MYDIR = et
# BSIDLIB_INSTALL_DIR = $(SHLIBDIR)

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

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

image:$<BSD_LIB>

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

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

install-shlibs-strip: install-shlibs

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

clean::
$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../$(BSD_LIB)

This is the Debian GNU/Linux prepackaged version of the Common Error Description library. It is currently distributed together with the EXT2 file system utilities, which are otherwise packaged as "e2fsprogs".

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

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The most recent officially distributed version can be found at http://e2fsprogs.sourceforge.net. If you need to make a distribution, that's the one you should use. If there is some reason why you'd like a more recent version that is still in ALPHA testing (i.e., either using the "WIP" test distributions or one from the hg or git repository from the development branch, please contact me (tytso@mit.edu) before you ship. The release schedules for this package are flexible, if you give me enough lead time.

Theodore Ts'o
23-June-2007

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Version 2, June 1991

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  * /opt/cola/permits/1162588950_1620864787.71/0/grpc-okhttp-1-20-0-sources-jar/io/grpc/okhttp/internal/ConnectionSpec.java
  * /opt/cola/permits/1162588950_1620864787.71/0/grpc-okhttp-1-20-0-sources-jar/io/grpc/okhttp/internal/CipherSuite.java
  * /opt/cola/permits/1162588950_1620864787.71/0/grpc-okhttp-1-20-0-sources-jar/io/grpc/okhttp/internal/TlsVersion.java
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  * /opt/cola/permits/1162588950_1620864787.71/0/grpc-okhttp-1-20-0-sources-jar/io/grpc/okhttp/internal/framed/FrameWriter.java
  * /opt/cola/permits/1162588950_1620864787.71/0/grpc-okhttp-1-20-0-sources-jar/io/grpc/okhttp/internal/framed/FrameReader.java
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* /opt/cola/permits/1162588950_1620864787.71/0/grpc-okhttp-1-20-0-sources-jar/io/grpc/okhttp/internal/framed/Hpack.java
* /opt/cola/permits/1162588950_1620864787.71/0/grpc-okhttp-1-20-0-sources-jar/io/grpc/okhttp/internal/framed/ErrorCode.java
* /opt/cola/permits/1162588950_1620864787.71/0/grpc-okhttp-1-20-0-sources-jar/io/grpc/okhttp/internal/framed/Variant.java

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* /opt/cola/permits/1162588950_1620864787.71/0/grpc-okhttp-1-20-0-sources-jar/io/grpc/okhttp/OkHttpClientStream.java
* /opt/cola/permits/1162588950_1620864787.71/0/grpc-okhttp-1-20-0-sources-jar/io/grpc/okhttp/OkHttpTlsUpgrader.java
* /opt/cola/permits/1162588950_1620864787.71/0/grpc-okhttp-1-20-0-sources-jar/io/grpc/okhttp/OkHttpClientTransport.java
* /opt/cola/permits/1162588950_1620864787.71/0/grpc-okhttp-1-20-0-sources-jar/io/grpc/okhttp/OkHttpSettingsUtil.java
1.732 spring-boot-starter-aop 2.2.6.RELEASE

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* /opt/cola/permits/1177939693_1625570709.22/0/springfox-core-2-9-2-sources-3-
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* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/StringVendorExtension.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/ApiDescription.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/ImplicitGrantBuilder.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/GrantType.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/PathProvider.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/OAuthBuilder.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/ApiDescriptionBuilder.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/SecurityReference.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/TokenEndpoint.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/LoginEndpointBuilder.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/SecurityReference.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/Annotations/incubating.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/ResourceListing.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/MediaTypes.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/schema/AlternateTypeRules.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/ImplicitGrant.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/Contact.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/schema/ModelRef.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/schema/Model.java
* /opt/cola/permits/117793693_1625570709.22/0/springfox-core-2-9-2-sources-3-
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*/opt/cola/permits/1177939693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/ParameterBuilder.java

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*/opt/cola/permits/1177939693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/ListVendorExtension.java
*/opt/cola/permits/1177939693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/AlternateTypePropertyBuilder.java
*/opt/cola/permits/1177939693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/builders/AlternateTypeBuilder.java
*/opt/cola/permits/1177939693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/schema/AlternateTypeRuleConvention.java

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* /opt/cola/permits/1177939693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/service/Header.java
* /opt/cola/permits/1177939693_1625570709.22/0/springfox-core-2-9-2-sources-3-jar/springfox/documentation/RequestHandlerKey.java

1.736 diffutils 3.3 5.el7
1.736.1 Available under license :
/* diff - compare files line by line

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*/

#define GDIFF_MAIN
#include "diff.h"
#include <assert.h>
#include "paths.h"
#include <c-stack.h>
#include <dirname.h>
#include <error.h>
#include <exclude.h>
#include <exitfail.h>
#include <filenamecat.h>
#include <file-type.h>
#include <fnmatch.h>
#include <getopt.h>
#include <hard-locale.h>
#include <prepargs.h>
#include <progname.h>
#include <sh-quote.h>
#include <stat-time.h>
#include <timespec.h>
#include <version-etc.h>
#include <xalloc.h>
#include <xreadlink.h>
#include <binary-io.h>

/* The official name of this program (e.g., no 'g' prefix). */
#define PROGRAM_NAME "diff"

#define AUTHORS \
    proper_name ("Paul Eggert"), \
    proper_name ("Mike Haertel"), \
    proper_name ("David Hayes"), \
    proper_name ("Richard Stallman"), \
    proper_name ("Len Tower")

#ifndef GUTTER_WIDTH_MINIMUM
    #define GUTTER_WIDTH_MINIMUM 3
#endif

struct regexp_list
{
    char *regexps;/* chars representing disjunction of the regexps */
    size_t len;/* chars used in 'regexps' */
    size_t size;/* size malloc'ed for 'regexps'; 0 if not malloc'ed */
    bool multiple_regexps;/* Does 'regexps' represent a disjunction? */
    struct re_pattern_buffer *buf;
};

static int compare_files (struct comparison const *, char const *, char const *);
static void add_regexp (struct regexp_list *, char const *);
static void summarize_regexp_list (struct regexp_list *);
static void specify_style (enum output_style);
static void specify_value (char const **, char const *, char const *);
static void try_help (char const *, char const *) __attribute__((noreturn));
static void check_stdout (void);
static void usage (void);

/* If comparing directories, compare their common subdirectories recursively. */
static bool recursive;

/* In context diffs, show previous lines that match these regexps. */
static struct regexp_list function_regexp_list;

/* Ignore changes affecting only lines that match these regexps. */
static struct regexp_list ignore_regexp_list;

#if O_BINARY
/* Use binary I/O when reading and writing data (--binary).
   On POSIX hosts, this has no effect. */
static bool binary;
#else
enum { binary = true };
#endif

/* If one file is missing, treat it as present but empty (-N). */
static bool new_file;

/* If the first file is missing, treat it as present but empty
   (--unidirectional-new-file). */
static bool unidirectional_new_file;

/* Report files compared that are the same (-s).
   Normally nothing is output when that happens. */
static bool report_identical_files;

static char const shortopts[] =
"0123456789abCcdEeFfHiIl:nNpQPqRsStTuU:vwWXyZ";

/* Values for long options that do not have single-letter equivalents. */
enum
{
    BINARY_OPTION = CHAR_MAX + 1,
    FROM_FILE_OPTION,
    HELP_OPTION,
    HORIZON_LINES_OPTION,
    IGNORE_FILE_NAME_CASE_OPTION,
    INHIBIT_HUNK_MERGE_OPTION,
    LEFT_COLUMN_OPTION,
LINE_FORMAT_OPTION,
NO_DEREFERENCE_OPTION,
NO_IGNORE_FILE_NAME_CASE_OPTION,
NORMAL_OPTION,
SDIFF_MERGE_ASSIST_OPTION,
STRIP_TRAILING_CR_OPTION,
SUPPRESS_BLANK_EMPTY_OPTION,
SUPPRESS_COMMON_LINES_OPTION,
TABSIZE_OPTION,
TO_FILE_OPTION,

/* These options must be in sequence. */
UNCHANGED_LINE_FORMAT_OPTION,
OLD_LINE_FORMAT_OPTION,
NEW_LINE_FORMAT_OPTION,

/* These options must be in sequence. */
UNCHANGED_GROUP_FORMAT_OPTION,
OLD_GROUP_FORMAT_OPTION,
NEW_GROUP_FORMAT_OPTION,
UNCHANGED_GROUP_FORMAT_OPTION

static char const group_format_option[] =
{ 
"--unchanged-group-format",
"--old-group-format",
"--new-group-format",
"--changed-group-format"
};

static char const line_format_option[] =
{ 
"--unchanged-line-format",
"--old-line-format",
"--new-line-format"
};

static struct option const longopts[] =
{ 
{"binary", 0, 0, BINARY_OPTION},
{"brief", 0, 0, 'q'},{
{"changed-group-format", 1, 0, CHANGED_GROUP_FORMAT_OPTION},
{"context", 2, 0, 'C'},{
{"ed", 0, 0, 'e'},{
{"exclude", 1, 0, 'x'},{
{"exclude-from", 1, 0, 'X'},{
{"expand-tabs", 0, 0, 't'},{


{"width", 1, 0, 'W'},
{0, 0, 0, 0}
};
/* Return a string containing the command options with which diff was invoked.
Spaces appear between what were separate ARGV-elements.
There is a space at the beginning but none at the end.
If there were no options, the result is an empty string.
Arguments: OPTIONVEC, a vector containing separate ARGV-elements, and COUNT,
the length of that vector. */
static char *
option_list (char **optionvec, int count)
{
int i;
size_t size = 1;
char *result;
char *p;
for (i = 0; i < count; i++)
size += 1 + shell_quote_length (optionvec[i]);
p = result = xmalloc (size);
for (i = 0; i < count; i++)
{
*p++ = ' ';
p = shell_quote_copy (p, optionvec[i]);
}
*p = '\0';
return result;
}

/* Return an option value suitable for add_exclude. */
static int
exclude_options (void)
{
return EXCLUDE_WILDCARDS | (ignore_file_name_case ? FNM_CASEFOLD : 0);
}
int
main (int argc, char **argv)
{
int exit_status = EXIT_SUCCESS;

Open Source Used In DCNM 12 12.0(2) 6689


int c;
int i;
int prev = -1;
lin ocontext = -1;
bool explicit_context = false;
size_t width = 0;
bool show_c_function = false;
char const *from_file = NULL;
char const *to_file = NULL;
uintmax_t numval;
char *numend;

/* Do our initializations. */
exit_failure = EXIT_TROUBLE;
initialize_main (&argc, &argv);
set_program_name (argv[0]);
setlocale (LC_ALL, "");
bindtextdomain (PACKAGE, LOCALEDIR);
textdomain (PACKAGE);
c_stack_action (0);
function_regexp_list.buf = &function_regexp;
ignore_regexp_list.buf = &ignore_regexp;
re_set_syntax (RE_SYNTAX_GREP | RE_NO_POSIX_BACKTRACKING);
excluded = new_exclude ();

/* Decode the options. */

while ((c = getopt_long (argc, argv, shortopts, longopts, NULL)) != -1)
{
    switch (c)
    {
    case 0:
        break;
    case '0':
        case '1':
        case '2':
        case '3':
        case '4':
        case '5':
        case '6':
        case '7':
        case '8':
        case '9':
    if (! ISDIGIT (prev))
        ocontext = c - '0';
    else if (LIN_MAX / 10 < ocontext
    || (ocontext = 10 * ocontext + c - '0') < 0))
ocontext = LIN_MAX;
break;

case 'a':
text = true;
break;

case 'b':
if (ignore_white_space < IGNORE_SPACE_CHANGE)
    ignore_white_space = IGNORE_SPACE_CHANGE;
break;

case 'Z':
if (ignore_white_space < IGNORE_SPACE_CHANGE)
    ignore_white_space |= IGNORE_TRAILING_SPACE;
break;

case 'B':
    ignore_blank_lines = true;
    break;

case 'C':
case 'U':
{
    if (optarg)
    {
        numval = strtoumax (optarg, &numend, 10);
        if (*numend)
            try_help ("invalid context length ‘%s’", optarg);
        if (LIN_MAX < numval)
            numval = LIN_MAX;
        else
            numval = 3;
    
    specify_style (c == 'U' ? OUTPUT_UNIFIED : OUTPUT_CONTEXT);
    if (context < numval)
        context = numval;
    explicit_context = true;
} 
break;

case 'c':
specify_style (OUTPUT_CONTEXT);
    if (context < 3)
        context = 3;
    break;
case 'd':
    minimal = true;
    break;

case 'D':
    specify_style (OUTPUT_IFDEF);
    
    static char const C_ifdef_group_formats[] =
        "%s=%c ifndef %s #elif ! %s !#else /* ! %s */ ifndef %s #ifdef %s #else /* %s */
        char *b = xmalloc (sizeof C_ifdef_group_formats
            + 7 * strlen (optarg) - 14 /* 7*"%s" */
            - 8 /* 5"%s" + 3"%c" */);
    sprintf (b, C_ifdef_group_formats,
        optarg, optarg, 0,
        optarg, optarg, 0,
        optarg, optarg, optarg);
    for (i = 0; i < sizeof group_format / sizeof group_format[0]; i++)
        
        specify_value (&group_format[i], b, "-D");
    b += strlen (b) + 1;
    
    break;

case 'e':
    specify_style (OUTPUT_ED);
    break;

case 'E':
    if (ignore_white_space < IGNORE_SPACE_CHANGE)
        ignore_white_space |= IGNORE_TAB_EXPANSION;
    break;

case 'f':
    specify_style (OUTPUT_FORWARD_ED);
    break;

case 'F':
    add_regexp (&function_regexp_list, optarg);
    break;

case 'h':
    /* Split the files into chunks for faster processing.
        Usually does not change the result.

        This currently has no effect. */
break;

case 'H':
    speed_large_files = true;
    break;

case 'i':
    ignore_case = true;
    break;

case 'T':
    add_regexp (&ignore_regexp_list, optarg);
    break;

case 'T':
    if (!pr_program[0])
        try_help ("pagination not supported on this host", NULL);
    paginate = true;
#endif
    /* Pagination requires forking and waiting, and
    System V fork+wait does not work if SIGCHLD is ignored. */
    signal (SIGCHLD, SIG_DFL);
    #endif
    break;

case 'L':
    if (!file_label[0])
        file_label[0] = optarg;
    else if (!file_label[1])
        file_label[1] = optarg;
    else
        fatal ("too many file label options");
    break;

case 'n':
    specify_style (OUTPUT_RCS);
    break;

case 'N':
    new_file = true;
    break;

case 'p':
    show_c_function = true;
    add_regexp (&function_regexp_list, "^[[:alpha:]$._]");
    break;

case 'P':
unidirectional_new_file = true;
break;

case 'q':
    brief = true;
    break;

case 'r':
    recursive = true;
    break;

case 's':
    report_identical_files = true;
    break;

case 'S':
    specify_value (&starting_file, optarg, "-S");
    break;

case 't':
    expand_tabs = true;
    break;

case 'T':
    initial_tab = true;
    break;

case 'u':
    specify_style (OUTPUT_UNIFIED);
    if (context < 3)
        context = 3;
    break;

case 'v':
    version_etc (stdout, PROGRAM_NAME, PACKAGE_NAME, Version,
        AUTHORS, (char *) NULL);
    check_stdout ();
    return EXIT_SUCCESS;

case 'w':
    ignore_white_space = IGNORE_ALL_SPACE;
    break;

case 'x':
    add_exclude (excluded, optarg, exclude_options ());
    break;

case 'X':

if (add_exclude_file (add_exclude, excluded, optarg,
  exclude_options (), 'n'))
  pfatal_with_name (optarg);
break;

  case 'y':
    specify_style (OUTPUT_SDIFF);
    break;

  case 'W':
    numval = strtoumax (optarg, &numend, 10);
    if (! (0 < numval && numval <= SIZE_MAX) || *numend)
      try_help ("invalid width '%s'", optarg);
    if (width != numval)
      fatal ("conflicting width options");
    width = numval;
    break;

  case BINARY_OPTION:
    #if O_BINARY
      binary = true;
      if (! isatty (STDOUT_FILENO))
        set_binary_mode (STDOUT_FILENO, O_BINARY);
    #endif
    break;

  case FROM_FILE_OPTION:
    specify_value (&from_file, optarg, "--from-file");
    break;

  case HELP_OPTION:
    usage ();
    check_stdout ();
    return EXIT_SUCCESS;

  case HORIZON_LINES_OPTION:
    numval = strtoumax (optarg, &numend, 10);
    if (*numend)
      try_help ("invalid horizon length '%s'", optarg);
    horizon_lines = MAX (horizon_lines, MIN (numval, LIN_MAX));
    break;

  case IGNORE_FILE_NAME_CASE_OPTION:
    ignore_file_name_case = true;
    break;
case INHIBIT_HUNK_MERGE_OPTION:
    /* This option is obsolete, but accept it for backward
     * compatibility. */
    break;

case LEFT_COLUMN_OPTION:
    left_column = true;
    break;

case LINE_FORMAT_OPTION:
    specify_style (OUTPUT_IFDEF);
    for (i = 0; i < sizeof line_format / sizeof line_format[0]; i++)
        specify_value (&line_format[i], optarg, "--line-format");
    break;

case NO_DEREFERENCE_OPTION:
    no_dereference_symlinks = true;
    break;

case NO_IGNORE_FILE_NAME_CASE_OPTION:
    ignore_file_name_case = false;
    break;

case NORMAL_OPTION:
    specify_style (OUTPUT_NORMAL);
    break;

case SDIFF_MERGE_ASSIST_OPTION:
    specify_style (OUTPUT_SDIFF);
    sdiff_merge_assist = true;
    break;

case STRIP_TRAILING_CR_OPTION:
    strip_trailing_cr = true;
    break;

case SUPPRESS_BLANK_EMPTY_OPTION:
    suppress_blank_empty = true;
    break;

case SUPPRESS_COMMON_LINES_OPTION:
    suppress_common_lines = true;
    break;

case TABSIZE_OPTION:
    numval = strtoumax (optarg, &numend, 10);
    if (! (0 < numval && numval <= SIZE_MAX) || *numend)
try_help ("invalid tabsize '%s'", optarg);
if (tabsize != numval)
{
    if (tabsize)
fatal ("conflicting tabsize options");
    tabsize = numval;
}
break;

case TO_FILE_OPTION:
specify_value (&to_file, optarg, "--to-file");
break;

case UNCHANGED_LINE_FORMAT_OPTION:
case OLD_LINE_FORMAT_OPTION:
case NEW_LINE_FORMAT_OPTION:
specify_style (OUTPUT_IFDEF);
c -= UNCHANGED_LINE_FORMAT_OPTION;
specify_value (&line_format[c], optarg, line_format_option[c]);
break;

case UNCHANGED_GROUP_FORMAT_OPTION:
case OLD_GROUP_FORMAT_OPTION:
case NEW_GROUP_FORMAT_OPTION:
case CHANGED_GROUP_FORMAT_OPTION:
specify_style (OUTPUT_IFDEF);
c -= UNCHANGED_GROUP_FORMAT_OPTION;
specify_value (&group_format[c], optarg, group_format_option[c]);
break;

default:
    try_help (NULL, NULL);
    prev = c;
}

if (output_style == OUTPUT_UNSPECIFIED)
{
    if (show_c_function)
    {
        specify_style (OUTPUT_CONTEXT);
        if (ocontext < 0)
            context = 3;
    }
    else
        specify_style (OUTPUT_NORMAL);
}
if (output_style != OUTPUT_CONTEXT || hard_locale (LC_TIME))
{
    \#if (defined STAT_TIMESPEC || defined STAT_TIMESPEC_NS \\
        || defined HAVE_STRUCT_STAT_ST_SPARE1)
    time_format = "%Y-%m-%d %H:%M:%S.%N %z";
    \#else
    time_format = "%Y-%m-%d %H:%M:%S %z";
    \#endif
}
else
{
    /* See POSIX 1003.1-2001 for this format. */
    time_format = "%a %b %e %T %Y";
}

if (0 <= ocontext
    && (output_style == OUTPUT_CONTEXT
        || output_style == OUTPUT_UNIFIED)
    && (context < ocontext
        || (ocontext < context && ! explicit_context)))
context = ocontext;

if (! tabsize)
    tabsize = 8;
if (! width)
    width = 130;

/* Maximize first the half line width, and then the gutter width,
   according to the following constraints:

1. Two half lines plus a gutter must fit in a line.
2. If the half line width is nonzero:
   a. The gutter width is at least GUTTER_WIDTH_MINIMUM.
   b. If tabs are not expanded to spaces,
      a half line plus a gutter is an integral number of tabs,
      so that tabs in the right column line up. */

intmax_t t = expand_tabs ? 1 : tabsize;
intmax_t w = width;
intmax_t off = (w + t + GUTTER_WIDTH_MINIMUM) / (2 * t) * t;
sdiff_half_width = MAX (0, MIN (off - GUTTER_WIDTH_MINIMUM, w - off)),
sdiff_column2_offset = sdiff_half_width ? off : w;
}

/* Make the horizon at least as large as the context, so that
   shift_boundaries has more freedom to shift the first and last hunks. */
if (horizon_lines < context)
horizon_lines = context;

summarize_regexp_list (&function_regexp_list);
summarize_regexp_list (&ignore_regexp_list);

if (output_style == OUTPUT_IFDEF)
{
    for (i = 0; i < sizeof line_format / sizeof line_format[0]; i++)
        if (!line_format[i])
            line_format[i] = "\n";
    if (!group_format[OLD])
        group_format[OLD] = group_format[CHANGED] ? group_format[CHANGED] : "<";
    if (!group_format[NEW])
        group_format[NEW] = group_format[CHANGED] ? group_format[CHANGED] : ">";
    if (!group_format[UNCHANGED])
        group_format[UNCHANGED] = ";";
    if (!group_format[CHANGED])
        group_format[CHANGED] = concat (group_format[OLD],
                                      group_format[NEW], "\n");
}

no_diff_means_no_output =
    (output_style == OUTPUT_IFDEF ?
        (!*group_format[UNCHANGED] ||
         (STREQ (group_format[UNCHANGED], ";")
           && !*line_format[UNCHANGED])))
    : (output_style != OUTPUT_SDIFF) | suppress_common_lines);

files_can_be_treated_as_binary =
    (brief & binary
     && ~ (ignore_blank_lines | ignore_case | strip_trailing_cr
           | (ignore_regexp_list.regexps || ignore_white_space)));

switch_string = option_list (argv + 1, optind - 1);

if (from_file)
{
    if (to_file)
        fatal ("--from-file and --to-file both specified");
    else
        for (; optind < argc; optind++)
        {
            int status = compare_files (NULL, from_file, argv[optind]);
            if (exit_status < status)
                exit_status = status;
        }

else
    for (; optind < argc; optind++)
    {
        int status = compare_files (NULL, from_file, argv[optind]);
        if (exit_status < status)
            exit_status = status;
    }
else
{
    if (to_file)
    for (; optind < argc; optind++)
    {
        int status = compare_files (NULL, argv[optind], to_file);
        if (exit_status < status)
            exit_status = status;
    }
    else
    {
        if (argc - optind != 2)
        {
            if (argc - optind < 2)
                try_help ("missing operand after ‘%s’, argv[%d]");
            else
                try_help ("extra operand ‘%s’, argv[%d]");
        }
        exit_status = compare_files (NULL, argv[optind], argv[optind + 1]);
    }
}

/* Print any messages that were saved up for last. */
print_message_queue ();

check_stdout ();
exit (exit_status);
return exit_status;
}

/* Append to REGLIST the regexp PATTERN. */

static void
add_regexp (struct regexp_list *reglist, char const *pattern)
{
    size_t patlen = strlen (pattern);
    char const *m = re_compile_pattern (pattern, patlen, reglist->buf);
    if (m != 0)
        error (0, 0, "%s: %s", pattern, m);
    else
    {
        char *regexps = reglist->regexps;
        size_t len = reglist->len;
        bool multiple_regexps = reglist->multiple_regexps = regexps != 0;
        size_t newlen = reglist->len = len + 2 * multiple_regexps + patlen;
size_t size = reglist->size;

if (size <= newlen)
{
  if (!size)
    size = 1;

do size *= 2;
while (size <= newlen);

reglist->size = size;
reglist->regexps = regexps = xrealloc (regexps, size);
}
if (multiple_regexps)
{
  regexps[len++] = \W;
  regexps[len++] = \^;
}
  memcpy (regexps + len, pattern, patlen + 1);
}

/* Ensure that REGLIST represents the disjunction of its regexps.
   This is done here, rather than earlier, to avoid O(N^2) behavior. */

static void
summarize_regexp_list (struct regexp_list *reglist)
{
  if (reglist->regexps)
  {
    /* At least one regexp was specified. Allocate a fastmap for it. */
    reattach->buf->fastmap = xmalloc (1 << CHAR_BIT);
    if (reglist->multiple_regexps)
    {
      /* Compile the disjunction of the regexps.
         (If just one regexp was specified, it is already compiled.) */
      char const *m = re_compile_pattern (reglist->regexps, reglist->len,
        reglist->buf);
      if (m)
        error (EXIT_TROUBLE, 0, "%s: %s", reglist->regexps, m);
    }
  }
}

static void
try_help (char const *reason_msgid, char const *operand)
{
  if (reason_msgid)
error (0, 0, _((reasonmsgid), operand));
error (EXIT_TROUBLE, 0, "(_("Try '%s --help' for more information.").
program_name);
abort ();
}

static void
check_stdout (void)
{
if (ferror (stdout))
fatal ("write failed");
else if (fclose (stdout) != 0)
pfatal_with_name (_("standard output");
}

static char const * const option_help_msgid[] = {
N_("    --normal                  output a normal diff (the default)")
N_("    --q, --brief               report only when files differ")
N_("    --s, --report-identical-files report when two files are the same")
N_("    --c, --context[NUM]       output NUM (default 3) lines of copied context")
N_("    --u, --unified[NUM]       output NUM (default 3) lines of unified context")
N_("    --e, --ed                  output an ed script")
N_("    --n, --rcs                 output an RCS format diff")
N_("    --y, --side-by-side       output in two columns")
N_("    --W, --width[NUM]         output at most NUM (default 130) print columns")
N_("    --left-column            output only the left column of common lines")
N_("    --suppress-common-lines   do not output common lines")
""
N_("    --p, --show-c-function    show which C function each change is in")
N_("    --F, --show-function-line=RE show the most recent line matching RE")
N_("    --label LABEL             use LABEL instead of file name
                                (can be repeated)")
""
N_("    --t, --expand-tabs        expand tabs to spaces in output")
N_("    --T, --initial-tab       make tabs line up by prepending a tab")
N_("    --tabsize[NUM]           tab stops every NUM (default 8) print columns")
N_("    --suppress-blank-empty   suppress space or tab before empty output lines")
N_("    --l, --paginate           pass output through 'pr' to paginate it")
""
N_("    --r, --recursive          recursively compare any subdirectories found")
N_("    --no-dereference         don't follow symbolic links")
N_("    --N, --new-file          treat absent files as empty")
N_("    --unidirectional-new-file treat absent first files as empty")
N_("    --ignore-file-name-case  ignore case when comparing file names")
N_("    --no-ignore-file-name-case consider case when comparing file names")
N_("    --x, --exclude=PAT       exclude files that match PAT")
N_("    --X, --exclude-from=FILE exclude files that match any pattern in FILE")
N_("    --S, --starting-file=FILE start with FILE when comparing directories")
""
N_("  --from-file=FILE1 compare FILE1 to all operands;\n"  " FILE1 can be a directory"),
N_("  --to-file=FILE2 compare all operands to FILE2;\n"  " FILE2 can be a directory"),
  
N_("  --ignore-case ignore case differences in file contents"),
N_("  --ignore-tab-expansion ignore changes due to tab expansion"),
N_("  --ignore-trailing-space ignore white space at line end"),
N_("  --ignore-space-change ignore changes in the amount of white space"),
N_("  --ignore-all-space ignore all white space"),
N_("  --ignore-blank-lines ignore changes where lines are all blank"),
N_("  --ignore-matching-lines=RE ignore changes where all lines match RE"),
  
N_("  --text treat all files as text"),
N_("  --strip-trailing-cr strip trailing carriage return on input"),
#if O_BINARY
N_("  --binary read and write data in binary mode"),
#endif
  
N_("  --ifdef=NAME output merged file with '#ifdef NAME' diffs"),
N_("  --GTYPE-group-format=GFMT format GTYPE input groups with GFMT"),
N_("  --line-format=LFMT format all input lines with LFMT"),
N_("  --LTYPE-line-format=LFMT format LTYPE input lines with LFMT"),
N_("  These format options provide fine-grained control over the output of diff"  " of diff, generalizing -D/-ifdef."),
N_("  LTYPE is 'old', 'new', or 'unchanged'. GTYPE is LTYPE or 'changed'."),
N_("  GFMT (only) may contain:\n  \%< lines from FILE1\n  \%> lines from FILE2\n  \%= lines common to FILE1 and FILE2\n  \%-[\[WIDTH\]\[PREC\]d]doXn printf-style spec for LETTER\n  LETTERs are as follows for new group, lower case for old group:\n    F first line number\n    L last line number\n    N number of lines = L-F+1\n    E F-1\n    M L+1\n  \%(A=B?T:E) if A equals B then T else E"),
N_("  LFMT (only) may contain:\n  \%L contents of line\n  \%l contents of line, excluding any trailing newline\n  \%-[\[WIDTH\]\[PREC\]d]doXn printf-style spec for input line number"),
N_("  Both GFMT and LFMT may contain:\n  \%\% control\n  \%c'C' the single character C\n  \%c\%OOO the character with octal code OOO\n  C the character C (other characters represent themselves)"),
  
  "}
N_("-d, --minimal try hard to find a smaller set of changes"),
N_("--horizon-lines=NUM keep NUM lines of the common prefix and suffix"),
N_("--speed-large-files assume large files and many scattered small changes"),
"",
N_("--help display this help and exit"),
N_("-v, --version output version information and exit"),
"
N_("FILES are 'FILE1 FILE2' or 'DIR1 DIR2' or 'DIR FILE...' or 'FILE... DIR'."),
N_("If --from-file or --to-file is given, there are no restrictions on FILE(s)."),
N_("If a FILE is '-', read standard input."),
N_("Exit status is 0 if inputs are the same, 1 if different, 2 if trouble."),
0
};

static void
usage (void)
{
    char const * const *p;

    printf (_("Usage: %s [OPTION]... FILES
"), program_name);
    printf (_("Compare FILES line by line.
"), stdout);
    for (p = option_help_msgid;  *p;  p++)
        if (!**p)
            putchar ('\n');
        else
    {
        char const *msg = _(*p);
        char const *nl;
        while ((nl = strchr (msg, '\n')))
            int msglen = nl + 1 - msg;
        printf (_("%.*s"), msglen, msg);
        msg = nl + 1;
    }
    printf (_("%s\n"), msg);
    emit_bug_reporting_address ();
}

/* Set VAR to VALUE, reporting an OPTION error if this is a
/* Set the output style to STYLE, diagnosing conflicts. */
static void
specify_style (enum output_style style)
{
  if (output_style != style)
    {
      if (output_style != OUTPUT_UNSPECIFIED)
        try_help ("conflicting output style options", NULL);
      output_style = style;
    }
}

/* Set the last-modified time of *ST to be the current time. */
static void
set_mtime_to_now (struct stat *st)
{
  #ifdef STAT_TIMESPEC
    gettime (&STAT_TIMESPEC (st->st_mtim));
  #else
    struct timespec t;
    gettime (&t);
    st->st_mtime = t.tv_sec;
  #endif
  #if defined STAT_TIMESPEC_NS
    STAT_TIMESPEC_NS (st->st_mtim) = t.tv_nsec;
  #elif defined HAVE_STRUCT_STAT_ST_SPARE1
    st->st_spare1 = t.tv_nsec / 1000;
  #endif

  /* Compare two files (or dirs) with parent comparison PARENT
   * and names NAME0 and NAME1.
   * (If PARENT is null, then the first name is just NAME0, etc.)
   * This is self-contained; it opens the files and closes them.
   */
Value is EXIT_SUCCESS if files are the same, EXIT_FAILURE if different, EXIT_TROUBLE if there is a problem opening them. */

static int compare_files (struct comparison const *parent,
   char const *name0,
   char const *name1)
{
   struct comparison cmp;
   #define DIR_P(f) (S_ISDIR (cmp.file[f].stat.st_mode) != 0)
   register int f;
   int status = EXIT_SUCCESS;
   bool same_files;
   char *free0;
   char *free1;

   /* If this is directory comparison, perhaps we have a file
    that exists only in one of the directories.
    If so, just print a message to that effect. */
   if (! ((name0 && name1)
      || (unidirectional_new_file && name1)
      || new_file))
      {
         char const *name = name0 ? name0 : name1;
         char const *dir = parent->file[!name0].name;

         /* See POSIX 1003.1-2001 for this format. */
         message("Only in %s: %s\n", dir, name);

         /* Return EXIT_FAILURE so that diff_dirs will return
         EXIT_FAILURE ("some files differ"). */
         return EXIT_FAILURE;
      }

   memset (cmp.file, 0, sizeof cmp.file);
   cmp.parent = parent;

   /* cmp.file[f].desc markers */
   #define NONEXISTENT (-1) /* nonexistent file */
   #define UNOPENED (-2) /* unopened file (e.g. directory) */
   #define ERRNO_ENCODE(errno) (-3 - (errno)) /* encoded errno value */
   #define ERRNO_DECODE(desc) (-3 - (desc)) /* inverse of ERRNO_ENCODE */

   cmp.file[0].desc = name0 ? UNOPENED : NONEXISTENT;
   cmp.file[1].desc = name1 ? UNOPENED : NONEXISTENT;
/* Now record the full name of each file, including nonexistent ones. */

if (!name0)
    name0 = name1;
if (!name1)
    name1 = name0;

if (!parent)
{
    free0 = NULL;
    free1 = NULL;
    cmp.file[0].name = name0;
    cmp.file[1].name = name1;
}
else
{
    cmp.file[0].name = free0
    = file_name_concat (parent->file[0].name, name0, NULL);
    cmp.file[1].name = free1
    = file_name_concat (parent->file[1].name, name1, NULL);
}

/* Stat the files. */

for (f = 0; f < 2; f++)
{
    if (cmp.file[f].desc != NONEXISTENT)
    {
        if (f && file_name_cmp (cmp.file[f].name, cmp.file[0].name) == 0)
        {
            cmp.file[f].desc = cmp.file[0].desc;
            cmp.file[f].stat = cmp.file[0].stat;
        }
        else if (STREQ (cmp.file[f].name, ".-"))
        {
            cmp.file[f].desc = STDIN_FILENO;
            if (binary && ! isatty (STDIN_FILENO))
                set_binary_mode (STDIN_FILENO, O_BINARY);
            if (fstat (STDIN_FILENO, &cmp.file[f].stat) != 0)
                cmp.file[f].desc = ERRNO_ENCODE (errno);
            else
                
                if (S_ISREG (cmp.file[f].stat.st_mode))
                {
                    off_t pos = lseek (STDIN_FILENO, 0, SEEK_CUR);
                    if (pos < 0)
                        cmp.file[f].desc = ERRNO_ENCODE (errno);
                    else
                        cmp.file[f].desc = STDIN_FILENO;
cmp.file[f].stat.st_size = MAX (0, cmp.file[f].stat.st_size - pos);
}

/* POSIX 1003.1-2001 requires current time for stdin. */
set_mtime_to_now (&cmp.file[f].stat);
}
}
else if ((no_dereference_symlinks ? lstat (cmp.file[f].name, &cmp.file[f].stat) : stat (cmp.file[f].name, &cmp.file[f].stat)) != 0)
cmp.file[f].desc = ERRNO_ENCODE (errno);
}
}

/* Mark files as nonexistent as needed for -N and -P, if they are inaccessible empty regular files (the kind of files that 'patch' creates to indicate nonexistent backups), or if they are top-level files that do not exist but their counterparts do exist. */
for (f = 0; f < 2; f++)

cmp.file[f].desc = NONEXISTENT;
for (f = 0; f < 2; f++)
if (cmp.file[f].desc == NONEXISTENT)
{
memset (&cmp.file[f].stat, 0, sizeof cmp.file[f].stat);
cmp.file[f].stat.st_mode = cmp.file[1 - f].stat.st_mode;
}

for (f = 0; f < 2; f++)
{
int e = ERRNO_DECODE (cmp.file[f].desc);
if (0 <= e)
{
errno = e;
}
perror_with_name (cmp.file[f].name);
status = EXIT_TROUBLE;
}
}

if (status == EXIT_SUCCESS && ! parent && DIR_P (0) != DIR_P (1))
{
  /* If one is a directory, and it was specified in the command line,
   use the file in that dir with the other file's basename. */

  int fnm_arg = DIR_P (0);
  int dir_arg = 1 - fnm_arg;
  char const *fnm = cmp.file[fnm_arg].name;
  char const *dir = cmp.file[dir_arg].name;
  char const *filename = cmp.file[dir_arg].name = free0
    = find_dir_file_pathname (dir, last_component (fnm));

  if (STREQ (fnm, "-"))
    fatal ("cannot compare '-' to a directory");

  if ((no_dereference_symlinks
       ? lstat (filename, &cmp.file[dir_arg].stat)
       : stat (filename, &cmp.file[dir_arg].stat))
      != 0)
  {
    perror_with_name (filename);
    status = EXIT_TROUBLE;
  }
}

if (status != EXIT_SUCCESS)
{
  /* One of the files should exist but does not. */
}
else if (cmp.file[0].desc == NONEXISTENT
         && cmp.file[1].desc == NONEXISTENT)
{
  /* Neither file "exists", so there's nothing to compare. */
}
else if ((same_files
          = (cmp.file[0].desc != NONEXISTENT
              && cmp.file[1].desc != NONEXISTENT
              && 0 < same_file (&cmp.file[0].stat, &cmp.file[1].stat)
              && same_file_attributes (&cmp.file[0].stat,
                                      &cmp.file[1].stat))
          && no_diff_means_no_output)
  {
    /* The two named files are actually the same physical file. */
We know they are identical without actually reading them. */
}
else if (DIR_P (0) & DIR_P (1))
{
    if (output_style == OUTPUT_IFDEF)
fatal ("-D option not supported with directories");

    /* If both are directories, compare the files in them. */
    if (parent && !recursive)
    {
        /* But don't compare dir contents one level down
         * unless -r was specified.
         * See POSIX 1003.1-2001 for this format. */
        message ("Common subdirectories: %s and %s\n", cmp.file[0].name, cmp.file[1].name);
    }
    else
    status = diff_dirs (&cmp, compare_files);
}
else if ((DIR_P (0) | DIR_P (1))
    || (parent
        && (!(S_ISREG (cmp.file[0].stat.st_mode)
            || S_ISLNK (cmp.file[0].stat.st_mode))
        && (S_ISREG (cmp.file[1].stat.st_mode)
            || S_ISLNK (cmp.file[1].stat.st_mode))))
    )
{
    if (cmp.file[0].desc == NONEXISTENT || cmp.file[1].desc == NONEXISTENT)
    {
        /* We have a subdirectory that exists only in one directory. */
        if ((DIR_P (0) | DIR_P (1))
            && recursive
            && (new_file
                || (unidirectional_new_file
                    && cmp.file[0].desc == NONEXISTENT)))
            status = diff_dirs (&cmp, compare_files);
    }
    else
    {
        char const *dir;

        /* PARENT must be non-NULL here. */
        assert (parent);
        dir = parent->file[cmp.file[0].desc == NONEXISTENT].name;

        /* See POSIX 1003.1-2001 for this format. */
        message ("Only in %s: %s\n", dir, name0);
status = EXIT_FAILURE;
}
else
{
/* We have two files that are not to be compared. */

/* See POSIX 1003.1-2001 for this format. */
message5 ("File %s is a %s while file %s is a %s

/* This is a difference. */
status = EXIT_FAILURE;
}
}
else if (S_ISLNK (cmp.file[0].stat.st_mode)
|| S_ISLNK (cmp.file[1].stat.st_mode))
{
/* We get here only if we use lstat(), not stat(). */
assert (no_dereference_symlinks);

if (S_ISLNK (cmp.file[0].stat.st_mode)
&& S_ISLNK (cmp.file[1].stat.st_mode))
{
/* Compare the values of the symbolic links. */
char *link_value[2] = { NULL, NULL };

for (f = 0; f < 2; f++)
{
    link_value[f] = xreadlink (cmp.file[f].name);
    if (link_value[f] == NULL)
    {
        perror_with_name (cmp.file[f].name);
        status = EXIT_TROUBLE;
        break;
    }
}
if (status == EXIT_SUCCESS)
{
    if ( ! STREQ (link_value[0], link_value[1]))
    {
        message ("Symbolic links %s and %s differ\n", cmp.file[0].name, cmp.file[1].name);
        /* This is a difference. */
        status = EXIT_FAILURE;
    }
}
for (f = 0; f < 2; f++)
    free (link_value[f]);
}
else
{
    /* We have two files that are not to be compared, because
one of them is a symbolic link and the other one is not. */

    message5 ("File %s is a %s while file %s is a %s\n", 
      file_label[0] ? file_label[0] : cmp.file[0].name, 
      file_type (&cmp.file[0].stat),
      file_type (&cmp.file[1].stat));

    /* This is a difference. */
    status = EXIT_FAILURE;
}
else if (files_can_be_treated_as_binary 
    && S_ISREG (cmp.file[0].stat.st_mode) 
    && S_ISREG (cmp.file[1].stat.st_mode) 
    && cmp.file[0].stat.st_size != cmp.file[1].stat.st_size)
{
    message ("Files %s and %s differ\n", 
      file_label[0] ? file_label[0] : cmp.file[0].name, 
    status = EXIT_FAILURE;
}
else
{
    /* Both exist and neither is a directory. */

    /* Open the files and record their descriptors. */

    int oflags = O_RDONLY | (binary ? O_BINARY : 0);

    if (cmp.file[0].desc == UNOPENED) 
        if ((cmp.file[0].desc = open (cmp.file[0].name, oflags, 0)) < 0) 
            { 
                perror_with_name (cmp.file[0].name);
                status = EXIT_TROUBLE;
            }
    if (cmp.file[1].desc == UNOPENED) 
        
        if (same_files) 
            cmp.file[1].desc = cmp.file[0].desc;
else if ((cmp.file[1].desc = open (cmp.file[1].name, oflags, 0)) < 0)
{
    perror_with_name (cmp.file[1].name);
    status = EXIT_TROUBLE;
}
}

/* Compare the files, if no error was found. */

if (status == EXIT_SUCCESS)
status = diff_2_files (&cmp);

/* Close the file descriptors. */

if (0 <= cmp.file[0].desc && close (cmp.file[0].desc) != 0)
{
    perror_with_name (cmp.file[0].name);
    status = EXIT_TROUBLE;
}
    if (0 <= cmp.file[1].desc && cmp.file[0].desc != cmp.file[1].desc
&& close (cmp.file[1].desc) != 0)
{
    perror_with_name (cmp.file[1].name);
    status = EXIT_TROUBLE;
}

/* Now the comparison has been done, if no error prevented it,
and STATUS is the value this function will return. */

if (status == EXIT_SUCCESS)
{
    if (report_identical_files && !DIR_P (0))
message ("Files %s and %s are identical
", file_label[0] ? file_label[0] : cmp.file[0].name,
} else
{
    /* Flush stdout so that the user sees differences immediately.
This can hurt performance, unfortunately. */
    if (fflush (stdout) != 0)
    pfatal_with_name (_("standard output"));
}

free (free0);
free (free1);
return status;
}

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1.739 proxool 5.4.12.Final

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1.740 jackson-dataformat-yaml 2.9.8

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1.741 commons-dbcp 2.7.0

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1.742 appdirs 1.4.4
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1.743 jackson-datatype-jdk8 2.10.5

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Manifest-Version: 1.0
Bnd-LastModified: 1595301005506
Build-Jdk: 1.8.0_162
Built-By: tatu
Bundle-Description: Add-on module for Jackson (http://jackson.codehaus.org) to support JDK 8 data types.
Bundle-DocURL: https://github.com/FasterXML/jackson-modules-java8/jackson-datatype-jdk8
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Jackson datatype: jdk8
Bundle-SymbolicName: com.fasterxml.jackson.datatype.jackson-datatype-jdk8
Bundle-Vendor: FasterXML
Bundle-Version: 2.10.5
Created-By: Apache Maven Bundle Plugin
Implementation-Build-Date: 2020-07-21 03:09:44+0000
Implementation-Title: Jackson datatype: jdk8
Implementation-Vendor: FasterXML
Implementation-Vendor-Id: com.fasterxml.jackson.datatype
Implementation-Version: 2.10.5
1.744 httpcomponents-client 4.5.5

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jar/org/springframework/plugin/metadata/MetadataProvider.java
* /opt/cola/permits/1177939708_1625570687.46/0/spring-plugin-metadata-1-2-0-release-sources-5-
jar/org/springframework/plugin/metadata/PluginMetadata.java
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* /opt/ws_local/PERMITS_SQL/1063377786_1592971946.17/0/netty-handler-4-1-43-final-sources-1-jar/io/netty/handler/ssl/OpenSslSessionTicketKey.java
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* /opt/ws_local/PERMITS_SQL/1063377786_1592971946.17/0/netty-handler-4-1-43-final-sources-1.jar/io/netty/handler/timeout/IdleStateHandler.java
* /opt/ws_local/PERMITS_SQL/1063377786_1592971946.17/0/netty-handler-4-1-43-final-sources-1.jar/io/netty/handler/stream/ChunkedFile.java
* /opt/ws_local/PERMITS_SQL/1063377786_1592971946.17/0/netty-handler-4-1-43-final-sources-1.jar/io/netty/handler/ssl/package-info.java
* /opt/ws_local/PERMITS_SQL/1063377786_1592971946.17/0/netty-handler-4-1-43-final-sources-1.jar/io/netty/handler/timeout/WriteTimeoutException.java
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* /opt/ws_local/PERMITS_SQL/1063377786_1592971946.17/0/netty-handler-4-1-43-final-sources-1-jar/io/netty/handler/ssl/AbstractSniHandler.java
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* /opt/ws_local/PERMITS_SQL/1063377786_1592971946.17/0/netty-handler-4-1-43-final-sources-1-jar/io/netty/handler/ssl/Conscrypt.java
* /opt/ws_local/PERMITS_SQL/1063377786_1592971946.17/0/netty-handler-4-1-43-final-sources-1-jar/io/netty/handler/ssl/PemX509Certificate.java
* /opt/ws_local/PERMITS_SQL/1063377786_1592971946.17/0/netty-handler-4-1-43-final-sources-1-jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
* /opt/ws_local/PERMITS_SQL/1063377786_1592971946.17/0/netty-handler-4-1-43-final-sources-1-jar/io/netty/handler/flush/FlushConsolidationHandler.java
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jar/io/netty/handler/address/package-info.java
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jar/io/netty/handler/address/DynamicAddressConnectHandler.java
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Manifest-Version: 1.0
Implementation-Title: Netty/Codec
Bundle-Description: Netty is an asynchronous event-driven network application framework for rapid development of maintainable high performance protocol servers and clients.
Automatic-Module-Name: io.netty.codec
Bundle-License: https://www.apache.org/licenses/LICENSE-2.0
Bundle-SymbolicName: io.netty.codec
Implementation-Version: 4.1.58.Final
Built-By: root
Bnd-LastModified: 1610534316054
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
Bundle-Vendor: The Netty Project
Import-Package: com.google.protobuf;version="[2.6,3)";resolution:=optional,com.jcraft.jzlib;resolution:=optional,com.ning.compress;version="[1.0,2)";resolution:=optional,com.ning.compress.lzf;version="[1.0,2)";resolution:=optional,com.ning.compress.lzf.util;version="[1.0,2)";resolution:=optional,io.netty.buffer;version="[4.1,5)";io.netty.channel;version="[4.1,5)";io.netty.util;version="[4.1,5)";io.netty.util.concurrent;version="[4.1,5)";io.netty.util.internal;version="[4.1,5)";io.netty.util.internal.logging;version="[4.1,5)";lzma.sdk;resolution:=optional,lzma.sdk.lzma;resolution:=optional,net.jpountz.lz4;resolution:=optional,org.jboss.marshalling;resolution:=optional,sun.nio.ch;resolution:=optional,org.eclipse.jetty.npn;version="[1,2)";resolution:=optional,org.eclipse.jetty.alpn;version="[1,2)";resolution:=optional
Require-Capability: osgi.ee;filter:="(&(osgi.ee=JavaSE)(version=1.6))"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Bundle-Name: Netty/Codec
Bundle-Version: 4.1.58.Final
Created-By: Apache Maven Bundle Plugin
Build-Jdk: 1.8.0_252
Implementation-URL: https://netty.io/netty-codec/

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* /opt/cola/permits/1127396276_1611810238.75/0/netty-codec-4-1-58-final-jar/META-INF/MANIFEST.MF

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

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

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

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

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END OF TERMS AND CONDITIONS

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b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.

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* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMAttributeNodeMap.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/io/XMLResult.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/io/SAXModifyReader.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/xpp/ProxyXmlStartTag.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/dtd/AttributeDecl.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/io/DocumentInputSource.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/io/STAXEventReader.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/io/SAXContentHandler.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j/util/SingletonStrategy.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractDocumentType.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractText.java
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* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/io/SAXModifyException.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/dom/DOMDocument.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/tree/AbstractElement.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/util/UserDataDocumentFactory.java
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* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/datatype/NamedTypeResolver.java
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* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/datatype/InvalidSchemaException.java
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* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/io/DOMDocumentResult.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/dom/DefaultComment.java
* /opt/ws_local/PERMITS_SQL/1034543185_1588830303.8/0/dom4j-2-1-3-sources-jar/org/dom4j/dom/DefaultText.java
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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
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* DNS resolver (dirmngr/dns.c)

dns.c - Recursive, Reentrant DNS Resolver.

-----------------------------------------------
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1.792 wiremock 1.58

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* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-jar/org/springframework/jdbc/support/nativejdbc/SimpleNativeJdbcExtractor.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-jar/org/springframework/jdbc/core/support/AbstractInterruptibleBatchPreparedStatementSetter.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-jar/org/springframework/jdbc/core/simple/AbstractJdbcInsert.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-jar/org/springframework/jdbc/datasource/SimpleConnectionHandle.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-jar/org/springframework/jdbc/datasource/lookup/BeanFactoryDataSourceLookup.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-jar/org/springframework/jdbc/support/nativejdbc/NativeJdbcExtractor.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-jar/org/springframework/jdbc/core/metadata/CallParameterMetaData.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-jar/org/springframework/jdbc/support/nativejdbc/DefaultJdbcExtractor.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-jar/org/springframework/jdbc/support/nativejdbc/Jdbc4NativeJdbcExtractor.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-jar/org/springframework/jdbc/datasource/lookup/DefaultDataSourceLookup.java
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jar/org/springframework/jdbc/core/metadata/HsqlTableMetaDataProvider.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
jar/org/springframework/jdbc/core/object/SqlOperation.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
jar/org/springframework/jdbc/support/nativejdbc/C3P0NativeJdbcExtractor.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
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jar/org/springframework/jdbc/UncategorizedSQLException.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
jar/org/springframework/jdbc/core/SqlInOutParameter.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
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* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
jar/org/springframework/jdbc/support/nativejdbc/SQLException.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
jar/org/springframework/jdbc/core/ResultSetSupportingSqlParameter.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
jar/org/springframework/jdbc/datasource/ConnectionHolder.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
jar/org/springframework/jdbc/core/metaData/SmartDataSource.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
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* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
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* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
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* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
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* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
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* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
jar/org/springframework/jdbc/core/support/nativejdbc/C3P0CoreDataSource.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
jar/org/springframework/jdbc/core/support/nativejdbc/C3P0PoolFactory.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
jar/org/springframework/jdbc/core/support/nativejdbc/C3P0PoolConfig.java
* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
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* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-
jar/org/springframework/jdbc/core/support/nativejdbc/C3P0DataSourceFactory.java
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/**
 * [@link LobHandler] implementation for Oracle databases. Uses proprietary API
 * to create <code>oracle.sql.BLOB</code> and <code>oracle.sql.CLOB</code>
 * instances, as necessary when working with Oracle's JDBC driver.
 * Note that this LobHandler requires Oracle JDBC driver 9i or higher!
 *
 * While most databases are able to work with [@link DefaultLobHandler],
 * Oracle just accepts Blob/Clob instances created via its own proprietary
 * BLOB/CLOB API, and additionally doesn't accept large streams for
 * PreparedStatement's corresponding setter methods. Therefore, you need
 * to use a strategy like this LobHandler implementation.
 *
 * Needs to work on a native JDBC Connection, to be able to cast it to
 * <code>oracle.jdbc.OracleConnection</code>. If you pass in Connections from a
 * connection pool (the usual case in a J2EE environment), you need to set an
 * appropriate [@link org.springframework.jdbc.support.nativejdbc.NativeJdbcExtractor]
 * to allow for automatic retrieval of the underlying native JDBC Connection.
 * LobHandler and NativeJdbcExtractor are separate concerns, therefore they
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 */
/**
 * Abstraction for handling large binary fields and large text fields in
 * specific databases, no matter if represented as simple types or Large OBjects.
 * Its main purpose is to isolate Oracle's peculiar handling of LOBs in
 * [@link OracleLobHandler]; most other databases should be able to work
 * with the provided [@link DefaultLobHandler].
 *
 * <p>Provides accessor methods for BLOBs and CLOBs, and acts as factory for
 * LobCreator instances, to be used as sessions for creating BLOBs or CLOBs.
 * LobCreators are typically instantiated for each statement execution or for
 * each transaction; they are not thread-safe because they might track
* allocated database resources in order to free them after execution.
* <p>Most databases/drivers should be able to work with {@link DefaultLobHandler},
* which by default delegates to JDBC's direct accessor methods, avoiding the
* <code>java.sql.Blob</code> and <code>java.sql.Clob</code> API completely.
* {@link DefaultLobHandler} can also be configured to access LOBs using
* <code>PreparedStatement.setBlob/setClob</code> (e.g. for PostgreSQL), through
* setting the {@link DefaultLobHandler#setWrapAsLob "wrapAsLob"} property.
* <p>Unfortunately, Oracle 9i just accepts Blob/Clob instances created via its own
* proprietary BLOB/CLOB API, and additionally doesn't accept large streams for
* PreparedStatement's corresponding setter methods. Therefore, you need to use
* [@link OracleLobHandler] there, which uses Oracle's BLOB/CLOB API for both types
* of access. The Oracle 10g JDBC driver should basically work with
* {@link DefaultLobHandler} as well, with some limitations in terms of LOB sizes.
* <p>Of course, you need to declare different field types for each database.
* In Oracle, any binary content needs to go into a BLOB, and all character content
* beyond 4000 bytes needs to go into a CLOB. In MySQL, there is no notion of a
* CLOB type but rather a LONGTEXT type that behaves like a VARCHAR. For complete
* portability, use a LobHandler for fields that might typically require LOBs on
* some database because of the field size (take Oracle's numbers as a guideline).
* <p>Summarizing the recommended options (for actual LOB fields):
* <ul>
* <li>JDBC 4.0 driver: { @link DefaultLobHandler] with <code>streamAsLob=true</code>.
* <li>PostgreSQL: { @link DefaultLobHandler] with <code>wrapAsLob=true</code>.
* <li>Oracle 9i/10g: { @link OracleLobHandler] with a connection-pool-specific
* [oracle.lob.OldLobHandler#setNativeJdbcExtractor NativeJdbcExtractor].
* <li>For all other database drivers (and for non-LOB fields that might potentially
* turn into LOBs on some databases): a plain { @link DefaultLobHandler].
* </ul>
* @author Juergen Hoeller
* @since 23.12.2003
* @see DefaultLobHandler
* @see OracleLobHandler
* @see java.sql.ResultSet#getBlob
* @see java.sql.ResultSet#getClob
* @see java.sql.ResultSet#getBytes
* @see java.sql.ResultSet#getBinaryStream
* @see java.sql.ResultSet#getString
* @see java.sql.ResultSet#getAsciiStream
* @see java.sql.ResultSet#CharacterStream
*/

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 */
/**
 * Implement this interface when parameters need to be customized based
 * on the connection. We might need to do this to make use of proprietary
 * features, available only with a specific Connection type.
 *
 * @author Rod Johnson
 * @author Thomas Risberg
 * @see CallableStatementCreatorFactory#newCallableStatementCreator(ParameterMapper)
 * @see org.springframework.jdbc.object.StoredProcedure#execute(ParameterMapper)
 */
/**
 * Create a Map of input parameters, keyed by name.
 * @param con JDBC connection. This is useful (and the purpose of this interface)
 * if we need to do something RDBMS-specific with a proprietary Connection
 * implementation class. This class conceals such proprietary details. However,
 * it is best to avoid using such proprietary RDBMS features if possible.
 * @throws SQLException if a SQLException is encountered setting
 * parameter values (that is, there's no need to catch SQLException)
 * @return Map of input parameters, keyed by name (never <code>null</code>)
 */

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/**
 * Strategy interface for translating between [SQLException SQLExceptions]
 * and Spring's data access strategy-agnostic [DataAccessException]
 * hierarchy.
 *
 * Implementations can be generic (for example, using
 * [java.sql.SQLException#SQLException SQLException codes for JDBC] or wholly
 * proprietary (for example, using Oracle error codes) for greater precision.
 *
 * @author Rod Johnson
 * @author Juergen Hoeller
 * @see org.springframework.dao.DataAccessException
 */

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* /opt/cola/permits/1136489748_1613774365.1/0/spring-jdbc-3-0-3-release-sources-2-jar/org/springframework/jdbc/datasource/lookup/DefaultLobHandler.java
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The classes in this package make JDBC easier to use and reduce the likelihood of common errors. In particular, they:

- Simplify error handling, avoiding the need for try/catch/final blocks in application code.
- Present exceptions to application code in a generic hierarchy of unchecked exceptions, enabling applications to catch data access exceptions without being dependent on JDBC, and to ignore fatal exceptions there is no value in catching.
- Allow the implementation of error handling to be modified to target different RDBMSes without introducing proprietary dependencies into application code.

This package and related packages are discussed in Chapter 9 of Expert One-On-One J2EE Design and Development by Rod Johnson (Wrox, 2002).

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1.795 model 2.6.1

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## Source Code

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* https://github.com/eclipse-ee4j/glassfish-logging-annotation-processor
* https://github.com/eclipse-ee4j/glassfish-shoal
* https://github.com/eclipse-ee4j/glassfish-cdi-porting-tck
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* https://github.com/eclipse-ee4j/glassfish-hk2-extra
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PLY (Python Lex-Yacc) Version 3.10

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Introduction

PLY is a 100% Python implementation of the common parsing tools lex
and yacc. Here are a few highlights:

- PLY is very closely modeled after traditional lex/yacc. If you know how to use these tools in C, you will find PLY to be similar.

- PLY provides *very* extensive error reporting and diagnostic information to assist in parser construction. The original implementation was developed for instructional purposes. As a result, the system tries to identify the most common types of errors made by novice users.

- PLY provides full support for empty productions, error recovery, precedence specifiers, and moderately ambiguous grammars.

- Parsing is based on LR-parsing which is fast, memory efficient, better suited to large grammars, and which has a number of nice properties when dealing with syntax errors and other parsing problems. Currently, PLY builds its parsing tables using the LALR(1) algorithm used in yacc.

- PLY uses Python introspection features to build lexers and parsers. This greatly simplifies the task of parser construction since it reduces the number of files and eliminates the need to run a separate lex/yacc tool before running your program.

- PLY can be used to build parsers for "real" programming languages. Although it is not ultra-fast due to its Python implementation, PLY can be used to parse grammars consisting of several hundred rules (as might be found for a language like C). The lexer and LR parser are also reasonably efficient when parsing typically sized programs. People have used PLY to build parsers for C, C++, ADA, and other real programming languages.

How to Use
==========

PLY consists of two files : lex.py and yacc.py. These are contained within the 'ply' directory which may also be used as a Python package. To use PLY, simply copy the 'ply' directory to your project and import lex and yacc from the associated 'ply' package. For example:

    import ply.lex as lex
    import ply.yacc as yacc

Alternatively, you can copy just the files lex.py and yacc.py individually and use them as modules. For example:
import lex
import yacc

The file setup.py can be used to install ply using distutils.

The file doc/ply.html contains complete documentation on how to use the system.

The example directory contains several different examples including a PLY specification for ANSI C as given in K&R 2nd Ed.

A simple example is found at the end of this document

Requirements
=============
PLY requires the use of Python 2.6 or greater. However, you should use the latest Python release if possible. It should work on just about any platform. PLY has been tested with both CPython and Jython. It also seems to work with IronPython.

Resources
=========  
More information about PLY can be obtained on the PLY webpage at:

http://www.dabeaz.com/ply

For a detailed overview of parsing theory, consult the excellent book "Compilers : Principles, Techniques, and Tools" by Aho, Sethi, and Ullman. The topics found in "Lex & Yacc" by Levine, Mason, and Brown may also be useful.

The GitHub page for PLY can be found at:

https://github.com/dabeaz/ply

An old and relatively inactive discussion group for PLY is found at:

http://groups.google.com/group/ply-hack

Acknowledgments
================
A special thanks is in order for all of the students in CS326 who suffered through about 25 different versions of these tools :-). The CHANGES file acknowledges those who have contributed patches.

Elias Ioup did the first implementation of LALR(1) parsing in PLY-1.x. Andrew Waters and Markus Schoepflin were instrumental in reporting bugs.
and testing a revised LALR(1) implementation for PLY-2.0.

Special Note for PLY-3.0
----------------------------
PLY-3.0 the first PLY release to support Python 3. However, backwards compatibility with Python 2.6 is still preserved. PLY provides dual Python 2/3 compatibility by restricting its implementation to a common subset of basic language features. You should not convert PLY using 2to3—it is not necessary and may in fact break the implementation.

Example
=======

Here is a simple example showing a PLY implementation of a calculator with variables.

```python
# calc.py
#
# A simple calculator with variables.
#
# Tokens

tokens = (
    'NAME', 'NUMBER',
    'PLUS', 'MINUS', 'TIMES', 'DIVIDE', 'EQUALS',
    'LPAREN', 'RPAREN',
)

def t_NUMBER(t):
    r'd+'
    t.value = int(t.value)
    return t

def t_ignore(t):
    r' 	'

def t_NEWLINE(t):
    r'\n'
```

Example
=======

Here is a simple example showing a PLY implementation of a calculator with variables.

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#
# A simple calculator with variables.
#
# Tokens

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    'NAME', 'NUMBER',
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    'LPAREN', 'RPAREN',
)

def t_NUMBER(t):
    r'd+'
    t.value = int(t.value)
    return t

def t_ignore(t):
    r' 	'

def t_NEWLINE(t):
    r'\n'
```
r'\n+'
t.lexer.lineno += t.value.count("\n")

def t_error(t):
    print("Illegal character '%s'" % t.value[0])
t.lexer.skip(1)

# Build the lexer
import ply.lex as lex
lex.lex()

# Precedence rules for the arithmetic operators
precedence = (
    ('left','PLUS','MINUS'),
    ('left','TIMES','DIVIDE'),
    ('right','UMINUS'),
)

# dictionary of names (for storing variables)
names = { }

def p_statement_assign(p):
    'statement : NAME EQUALS expression'
    names[p[1]] = p[3]

def p_statement_expr(p):
    'statement : expression'
    print(p[1])

def p_expression_binop(p):
    "expression : expression PLUS expression
                | expression MINUS expression
                | expression TIMES expression
                | expression DIVIDE expression"

def p_expression_uminus(p):
    'expression : MINUS expression %prec UMINUS'
    p[0] = -p[2]

def p_expression_group(p):
    'expression : LPAREN expression RPAREN'
    p[0] = p[2]

def p_expression_number(p):
'expression : NUMBER'
    p[0] = p[1]

def p_expression_name(p):
    'expression : NAME'
    try:
        p[0] = names[p[1]]
    except LookupError:
        print("Undefined name \"%s\" % p[1])
        p[0] = 0

def p_error(p):
    print("Syntax error at \"%s\" % p.value)

import ply.yacc as yacc
yacc.yacc()

while True:
    try:
        s = raw_input('calc > ')  # use input() on Python 3
        yacc.parse(s)
    except EOFError:
        break

Bug Reports and Patches
=======================
My goal with PLY is to simply have a decent lex/yacc implementation
for Python. As a general rule, I don't spend huge amounts of time
working on it unless I receive very specific bug reports and/or
patches to fix problems. I also try to incorporate submitted feature
requests and enhancements into each new version. Please visit the PLY
github page at https://github.com/dabeaz/ply to submit issues and pull
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email to dave@dabeaz.com.

-- Dave

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For `status.py` file:

originally from: https://github.com/tomchristie/django-rest-framework/blob/master/LICENSE.md

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Here is a list of the main contributors to lm-sensors version 3.

* Frodo Looijaard
  Original author of libsensors, sensors-detect, sensors and isadump.
* Merlin Hughes
  Original author of sensord.
* Bob Schlaermann
  Dynamic chip feature detection (a.k.a. generic chip support) in libsensors and sensors.
* Mark M. Hoffman
  Many improvements to the libsensors configuration file scanner.
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  New libsensors API, and migration of sensors and sensord thereto.
  Many optimizations in libsensors and sensors.
  Configuration file converter.
  Rewrite of sensors-detect.
  Support for multiple configuration files in libsensors.

1.811 opencensus-api 0.19.2

1.812 lucene-queryparser 7.7.2
1.812.1 Available under license :

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bzip2/libbzip2 version 1.0.8 of 13 July 2019

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1.819 aws-sdk-go 1.34.28

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# Jackson JSON processor

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- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
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- javaee_web_services_1_2.xsd
- javaee_web_services_client_1_2.xsd
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- javaee_web_services_1_3.xsd
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1.828 gorilla 1.8.0

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1.831 openssl 1.1.1f-1ubuntu2.9

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jar/org/springframework/transaction/support/TransactionCallbackWithoutResult.java
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* /opt/ws_local/PERMITS_SQL/1068412586_1594388376.83/0/spring-tx-5-2-5-release-sources-1-jar/org/springframework/transaction/config/JtaTransactionManagerFactoryBean.java
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  jar/org/springframework/transaction/annotation/ProxyTransactionManagementConfiguration.java
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* /opt/ws_local/PERMITS_SQL/1068412586_1594388376.83/0/spring-tx-5-2-5-release-sources-1-
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  jar/org/springframework/transaction/NestedTransactionNotSupportedException.java
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  jar/org/springframework/transaction/TransactionUsageException.java
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  jar/org/springframework/transaction/IllegalTransactionStateException.java
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  jar/org/springframework/dao/InvalidDataAccessApiUsageException.java
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  jar/org/springframework/transaction/TransactionUsageException.java
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* /opt/cola/permits/1129981176_1612413264.3/0/netty-transport-native-unix-common-4-1-58-final-sources-1-jar/io/netty/channel/unix/UnixChannelUtil.java
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A. HISTORY OF THE SOFTWARE

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

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

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

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

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A. HISTORY OF THE SOFTWARE
==============================

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

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

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

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

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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:  
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 $  
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1.842 tcljava 1.2.6

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 */
package net.sf.ehcache.store;

import net.sf.ehcache.Element;
import net.sf.ehcache.config.CacheConfiguration;
import net.sf.ehcache.store.compound.ReadWriteCopyStrategy;

/**
 * Copies elements, either on read, write or both before using the underlying store to actually store things
 * When copying both ways, the store might not see the same types being stored
 * @param <T> the store type it wraps
 *
 * @author Alex Snaps
 */
public final class CopyingCacheStore<T extends Store> extends AbstractCopyingCacheStore<T> {

/**
 * Creates a copying instance of store, that wraps the actual storage
 *
 * @param store the real store
 * @param copyOnRead whether to copy on reads
 * @param copyOnWrite whether to copy on writes
 * @param copyStrategyInstance the copy strategy to use on every copy operation
 * @param loader classloader of the containing cache
 */
public CopyingCacheStore(T store, boolean copyOnRead, boolean copyOnWrite, ReadWriteCopyStrategy<Element> copyStrategyInstance, ClassLoader loader) {
    super(store, copyOnRead, copyOnWrite, copyStrategyInstance, loader);
}

/**
 * Wraps the Store instance passed in, should any copy occur
 * @param cacheStore the store
 * @param cacheConfiguration the cache config for that store
 * @return the wrapped Store if copying is required, or the Store instance passed in
 */
public static Store wrapIfCopy(final Store cacheStore, final CacheConfiguration cacheConfiguration) {
    if (requiresCopy(cacheConfiguration)) {
        return wrap(cacheStore, cacheConfiguration);
    }
    return cacheStore;
}

/**
 * Wraps (always) with the proper configured CopyingCacheStore
 * @param cacheStore the store to wrap
 * @param cacheConfiguration the cache config backed by this store
 * @param <T> the Store type
 * @return the wrapped store
 */
private static <T extends Store> CopyingCacheStore<T> wrap(final T cacheStore, final CacheConfiguration cacheConfiguration) {
    final ReadWriteCopyStrategy<Element> copyStrategyInstance =
    cacheConfiguration.getCopyStrategyConfiguration()
    .getCopyStrategyInstance(cacheConfiguration.getClassLoader());
    return new CopyingCacheStore<T>(cacheStore, cacheConfiguration.isCopyOnRead(),
    cacheConfiguration.isCopyOnWrite(), copyStrategyInstance, cacheConfiguration.getClassLoader());
}

/**
 * Checks whether configuration enables copying
 * @param cacheConfiguration the cache config
 * @return true is copying is required, otherwise false
 */
static boolean requiresCopy(final CacheConfiguration cacheConfiguration) {
    return cacheConfiguration.isCopyOnRead() || cacheConfiguration.isCopyOnWrite();
}

private static boolean isCopyOnReadAndCopyOnWrite(final CacheConfiguration cacheConfiguration) {
    return cacheConfiguration.isCopyOnRead() && cacheConfiguration.isCopyOnWrite();
}
/**
 * Wraps the given {@link net.sf.ehcache.store.ElementValueComparator} if the configuration requires copy on read
 * @param comparator the comparator to wrap
 * @param cacheConfiguration the cache configuration
 * @return the comparator passed if no copy needed, a wrapped comparator otherwise
 */

public static ElementValueComparator wrapIfCopy(final ElementValueComparator comparator, final CacheConfiguration cacheConfiguration) {
    if (isCopyOnReadAndCopyOnWrite(cacheConfiguration)) {
        final ReadWriteCopyStrategy<Element> copyStrategyInstance =
            cacheConfiguration.getCopyStrategyConfiguration()
                .getCopyStrategyInstance(cacheConfiguration.getClassLoader());
        CopyStrategyHandler copyStrategyHandler = new
            CopyStrategyHandler(cacheConfiguration.isCopyOnRead(),
                cacheConfiguration.isCopyOnWrite(),
                copyStrategyInstance, cacheConfiguration.getClassLoader());
        return new CopyingElementValueComparator(comparator, copyStrategyHandler);
    }
    return comparator;
}

/**
 * An {@link net.sf.ehcache.store.ElementValueComparator} which handles copy on read
 */

private static class CopyingElementValueComparator implements ElementValueComparator {

    private final ElementValueComparator delegate;
    private final CopyStrategyHandler copyStrategyHandler;

    public CopyingElementValueComparator(ElementValueComparator delegate, CopyStrategyHandler copyStrategyHandler) {
        this.delegate = delegate;
        this.copyStrategyHandler = copyStrategyHandler;
    }

    @Override
    public boolean equals(Element e1, Element e2) {
        return delegate.equals(copyStrategyHandler.copyElementForReadIfNeeded(e1),
            copyStrategyHandler.copyElementForReadIfNeeded(e2));
    }
}

/**
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 */
package net.sf.ehcache.store;

import net.sf.ehcache.Element;
import net.sf.ehcache.config.Searchable;

import java.util.Iterator;

/**
 * A {@link BruteForceSource} that wraps another one and deals with copy for read of {@link Element}s.
 *
 * @author ljacomet
 */
class CopyingBruteForceSource implements BruteForceSource {

    private final BruteForceSource delegate;
    private final CopyStrategyHandler copyStrategyHandler;

    /**
     * Construct this CopyingBruteForceSource with the given delegate and the {@link CopyStrategyHandler} to use.
     *
     * @param delegate the delegate BruteForceSource
     * @param copyStrategyHandler the copy strategy handler
     */
    CopyingBruteForceSource(BruteForceSource delegate, CopyStrategyHandler copyStrategyHandler) {
        this.delegate = delegate;
        this.copyStrategyHandler = copyStrategyHandler;
    }

    @Override
    public Iterable<Element> elements() {
        return new CopyingIterable(delegate.elements(), copyStrategyHandler);
    }

    @Override
    public Searchable getSearchable() {
    }

    @Override
    public Searchable getSearchable() {

}
return delegate.getSearchable();
}

@Override
public Element transformForIndexing(Element element) {
    return copyStrategyHandler.copyElementForReadIfNeeded(element);
}

/**
 * Wrapping Iterable holding the delegate Iterable and the [CopyStrategyHandler]
 */
private static class CopyingIterable implements Iterable<Element> {
    private final Iterable<Element> elements;
    private final CopyStrategyHandler copyStrategyHandler;

    public CopyingIterable(Iterable<Element> elements, CopyStrategyHandler copyStrategyHandler) {
        this.elements = elements;
        this.copyStrategyHandler = copyStrategyHandler;
    }

    @Override
    public Iterator<Element> iterator() {
        return new CopyingIterator(elements.iterator());
    }

    /**
     * Wrapping Iterator responsible of doing the copy on read
     */
    private class CopyingIterator implements Iterator<Element> {
        private final Iterator<Element> delegate;

        public CopyingIterator(Iterator<Element> delegate) {
            this.delegate = delegate;
        }

        @Override
        public boolean hasNext() {
            return delegate.hasNext();
        }

        @Override
        public Element next() {
            return copyStrategyHandler.copyElementForReadIfNeeded(delegate.next());
        }

        @Override
        public void remove() {
            delegate.remove();
        }
    }
}
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* https://github.com/eclipse-ee4j/glassfish-logging-annotation-processor
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None

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### 1.860 psutil 5.4.6

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* configure.ac, Makefile.am: The original versions were derived from the ones in the XML Catalog Manager project, version 2.2.

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* atf-c/ui.c: The format_paragraph and format_text functions were derived from the ones in the Monotone project, revision 3a0982da308228d796df35f98d787c5cffe2bb5b6.

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* atf-c++/detail/io.hpp, atf-c++/detail/io.cpp, atf-c++/detail/io_test.cpp: These files were derived from the file_handle, systembuf, pipe and pistream classes and tests found in the Boost.Process library.

  Author: Julio Merino <jmmv84@gmail.com>

* admin/check-style.sh, admin/check-style-common.awk, admin/check-style-cpp.awk, admin/check-style-shell.awk: These files, except the first one, were first implemented in the Buildtool project. They were later adapted to be part of Boost.Process and, during that process, the shell script was created.

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 vim: filetype=text:textwidth=75:expandtab:shiftwidth=2:softtabstop=2
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--->
<!- $Id$ -->

<!- Generate ISC copyright comments from Docbook copyright metadata. -->

<xsl:stylesheet version="1.0"
 xmlns:xsl="http://www.w3.org/1999/XSL/Transform"
 xmlns:xi="http://www.w3.org/2001/XInclude"
 xmlns:db="http://docbook.org/ns/docbook">

<xsl:template name="isc.copyright.format">
  <xsl:param name="text"/>
  <xsl:value-of select="$isc.copyright.leader"/>
  <xsl:value-of select="normalize-space(substring-before($text, '&#10;'))"/>
  <xsl:text>&#10;</xsl:text>
  <xsl:variable name="rest" select="substring-after($text, '&#10;')"/>
  <xsl:if test="translate($rest, '&#9;&#32;', '')">
    <xsl:call-template name="isc.copyright.format">
      <xsl:with-param name="text" select="$rest"/>
    </xsl:call-template>
  </xsl:if>
</xsl:template>

<xsl:variable name="isc.copyright.text">
  <xsl:text>
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</xsl:text>
</xsl:variable>

<xsl:variable name="isc.copyright">
  <xsl:call-template name="isc.copyright.format">
    <xsl:with-param name="text">
      <xsl:for-each select="book/info/copyright | refentry/docinfo/copyright">
        <xsl:text>Copyright (C) </xsl:text>
        <xsl:call-template name="copyright.years">
          <xsl:with-param name="years" select="year"/>
        </xsl:call-template>
        <xsl:text> </xsl:text>
        <xsl:value-of select="holder"/>
        <xsl:value-of select="$isc.copyright.breakline"/>
      </xsl:for-each>
      <xsl:value-of select="$isc.copyright.text"/>
    </xsl:with-param>
  </xsl:call-template>
</xsl:variable>

</xsl:stylesheet>
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  * /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
    jar/org/springframework/boot/jdbc/EmbeddedDatabaseConnection.java
  * /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
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  * /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
    jar/org/springframework/boot/web/reactive/context/AnnotationConfigReactiveWebApplicationContext.java
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  */
jar/org/springframework/boot/diagnostics/analyzer/BeanDefinitionOverrideFailureAnalyzer.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-jar/org/springframework/boot/context/properties/bind/BindException.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-jar/org/springframework/boot/web/servlet/DelegatingFilterProxyRegistrationBean.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-jar/org/springframework/boot/jta/atomikos/AtomikosDataSourceBean.java
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* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-jar/org/springframework/boot/context/event/ApplicationStartingEvent.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-jar/org/springframework/boot/convert/DataSizeUnit.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-jar/org/springframework/boot/rsocket/netty/NettyRSocketServer.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-jar/org/springframework/boot/web/embedded/undertow/CompositeResourceManager.java
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* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
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jar/org/springframework/boot/logging/logback/LogbackConfigurator.java
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* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
jar/org/springframework/boot/ApplicationArguments.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
jar/org/springframework/boot/jdbc/metadata/package-info.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
jar/org/springframework/boot/web/embedded/tomcat/LazySessionIdGenerator.java
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jar/org/springframework/boot/jdbc/SchemaManagementProvider.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
jar/org/springframework/boot/web/servlet/error/DefaultErrorAttributes.java
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* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
jar/org/springframework/boot/web/EmbeddedJettyErrorHandler.java
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/**
 * A [@link WebApplicationContext] that can be used to bootstrap itself from a contained
 * [@link ServletWebServerFactory] bean.
 * <p>
 * This context will create, initialize and run an [@link WebServer] by searching for a
 * single [@link ServletWebServerFactory] bean within the [@link ApplicationContext]
 * itself. The [@link ServletWebServerFactory] is free to use standard Spring concepts
 * (such as dependency injection, lifecycle callbacks and property placeholder variables).
 * <p>
 * In addition, any [@link Servlet] or [@link Filter] beans defined in the context will be
 * automatically registered with the web server. In the case of a single Servlet bean, the
 * '/'. mapping will be used. If multiple Servlet beans are found then the lowercase bean
 * name will be used as a mapping prefix. Any Servlet named 'dispatcherServlet' will
 * always be mapped to '/'. Filter beans will be mapped to all URLs (/*).
 * <p>
 * For more advanced configuration, the context can instead define beans that implement
 * the [@link ServletContextInitializer] interface (most often
 * [@link ServletRegistrationBean]s and/or [@link FilterRegistrationBean]s). To prevent
 * double registration, the use of [@link ServletContextInitializer] beans will disable
 * automatic Servlet and Filter bean registration.
 * <p>
 * Although this context can be used directly, most developers should consider using the
 * [@link AnnotationConfigServletWebServerApplicationContext] or
 * [@link XmlServletWebServerApplicationContext] variants.
 *
 * @author Phillip Webb
 * @author Dave Syer
 * @since 2.0.0
 * @see AnnotationConfigServletWebServerApplicationContext
 * @see XmlServletWebServerApplicationContext
 * @see ServletWebServerFactory
 */
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* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-jar/org/springframework/boot/system/ApplicationHome.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-jar/org/springframework/boot/system/JavaVersion.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-jar/org/springframework/boot/context/properties/bind/validation/ValidationBindHandler.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-jar/org/springframework/boot/jta/bitronix/PoolingDataSourceBean.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-jar/org/springframework/boot/web/server/SslConfigurationValidator.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-jar/org/springframework/boot/context/properties/bind/handler/NoUnboundElementsBindHandler.java

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* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
jar/org/springframework/boot/cloud/CloudFoundryVcapEnvironmentPostProcessor.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
jar/org/springframework/boot/web/embedded/jetty/JettyServletWebServerFactory.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
jar/org/springframework/boot/web/embedded/jetty/JettyWebServer.java
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jar/org/springframework/boot/web/embedded/jetty/SslServerCustomizer.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
jar/org/springframework/boot/diagnostics/analyzer/ValidationExceptionFailureAnalyzer.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
jar/org/springframework/boot/web/embedded/tomcat/TomcatReactiveWebServerFactory.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
jar/org/springframework/boot/context/properties/bind/DataObjectPropertyName.java
* /opt/cola/permits/1136290171_1613729646.62/0/spring-boot-2-2-6-release-sources-1-
jar/org/springframework/boot/security/reactive/ApplicationContextServerWebExchangeMatcher.java

1.880 commons-dbcp 1.2.2

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

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

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

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

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

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

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

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

1. You may copy and distribute verbatim copies of the Library's complete source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and distribute a copy of this License along with the Library.

   You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

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

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

   b) You must cause the files modified to carry prominent notices stating that you changed the files and the date of any change.
c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

8. You may not copy, modify, sublicense, link with, or distribute the Library except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense, link with, or distribute the Library is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

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Also add information on how to contact you by electronic and paper mail.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the library, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the library `Frob' (a library for tweaking knobs) written by James Random Hacker.

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

That's all there is to it!

1.883 object-model 1.0.30
1.883.1 Available under license:

This License Support and Services Agreement, including any and all Order Forms and SOWs (as defined below) (collectively, this Agreement), defines and governs the products(s), documentation and services provided by Axway UK Limited, a company registered in England and Wales (registered number 2758712) whose registered office is at Tower Bridge House, St Katharine's Way, London E1W 1DD (Axway) provides to your company (Customer).

ARTICLE 1  DEFINITIONS AND INTERPRETATION

1.1. In this Agreement and any Schedules, Order Forms or Statements of Work (SOWs), the following terms are defined as follows, and additional definitions applicable to the Order Forms are included in Attachment A:

Additional Services means the Services described in Article 7 as contained in any Order Forms or SOWs;

Agreement means these General Conditions and the Software/Services Order Form (or Specific Conditions) and Schedules (together, the Order Form); Business Partner or Trading Partner means any external computer interoperating with a Licensed Component through one or more protocols, one or more networks, or one or more adapters; Defect means a reproducible error or defect in the Product that prevents it from operating materially in accordance with its Documentation; Delivery means delivery of license keys which unlock the Licensed Component (including the Support Access Code number), enabling electronic delivery of the Licensed Component for download, or shipment of a CD ROM which contains the Licensed Component, or shipment of the Hardware Product; Documentation means the documents delivered with the Product which contains Axway's published specifications and user guide of the Product; Effective Date for an Order Form means the date when Customer executes an Order Form unless specified otherwise in an Order Form; Hardware Product means any hardware appliance or other item of equipment that is delivered to Customer; Licensed Component means the computer program described in the Order Form, as well as: (i) the Documentation, in either machine-readable or printed form; and (ii) all entire or partial authorized copies of such items made by Customer; and (iii) any software release provided by Axway to Customer (provided that Customer is still a subscriber to Support Services); Operating Environment means any operating system based environment hosting the running of a Licensed Component, defined by its resources: Computer, its number of CPUs, its number of Cores per CPUs, its number of Instances, its number of Partitions, the type of its Partitions and the number of CPUs per Partitions; Parties means Axway and the party identified as Customer in the Order Form; Product means Hardware Product(s) and Licensed Component(s); Site means the physical location of the Operating Environment, such address as it is provided in the Order Form; Support Services means annual Product support provided under Axway's policies available at http://support.axway.com/ for the level of Support Services ordered in the Order Form; Third Party Software means any third party program or software included as an integral part of the Product and delivered with the Product; such program or software is solely for use as embedded with the Product; Use means the installation, loading, utilization, storage or display of the Product by Customer within the constraints in the Order Form; 1.2. Headings are used in this Agreement for ease of reference only and shall not affect interpretation. References in this Agreement to Articles are references to the Articles of the General Conditions unless inconsistent with the context. 1.3. The words "include", "includes", "including" and "included" will be construed without limitation unless inconsistent with the context.

ARTICLE 2  CONTRACT DOCUMENTS

2.1. This Agreement consists of these General Conditions, and any Order Form(s) or Specific Conditions, which prevail over these General Conditions to the extent of any conflict. 2.2. This Agreement forms the entire agreement between the Parties relating to this subject matter, replaces and supersedes any previous proposals, correspondence and understandings, whether written or oral; including any Customer terms and conditions, which shall not apply. 2.3. This Agreement may not be altered, modified, amended, changed, rescinded or discharged in whole or in part, except by written agreement signed by both Customer and Axway. 2.4. Nothing contained in any document or purchase order submitted by Customer shall in any way modify or add to the terms of this Agreement.

ARTICLE 3  TERM
3.1. This Agreement shall remain in effect unless terminated in accordance with Article 17. The right of Use is granted from the Effective Date, or if none stated, upon Delivery by Axway. 3.2. If purchased by Customer, Support Services shall commence on the Effective Date and shall continue for an initial period of one (1) year (Initial Support Term) except as otherwise set forth in the Order Form. Upon expiration of the Initial Support Term, the Support Services shall be automatically renewed for one (1) year periods, with payments required prior to the start of the new support term, unless and until terminated in accordance with Article 17. 3.3 The terms of this Article 3.3 apply if Customer is obtaining an evaluation license. Subject to the terms of this Agreement, Axway grants to Customer (i) a non-exclusive, nontransferable license, without right of sublicense, to install and Use the evaluation version of the Licensed Component, in object code form and/or (ii) the right to Use the Hardware Product for evaluation and trial purposes only. The term of this license begins upon delivery or download and ends thirty (30) days thereafter, or extends for such longer period as Axway shall have agreed to in writing (the “Evaluation Period”). When the Evaluation Period expires Customer must stop Using the Licensed Component, and return any Product to Axway. Axway disclaims all warranties during this Evaluation Period and Customer waives all claims against Axway related to this Evaluation Period.

ARTICLE 4 USE OF THE LICENSED COMPONENT
4.1. As of the Effective Date of this Agreement, Axway grants to Customer, subject to the terms and conditions of this Agreement, a perpetual, non-exclusive, non-assignable and non-transferable right to Use the Licensed Component for Customers own internal business purposes only. Any delay in any payment of the fees related to this Agreement as set forth in Article 8 thirty (30) days beyond the payment date will automatically suspend the right to Use the Licensed Component for Customer, upon written notice by Axway. The Product, including portions and information or materials thereof, may not be used for any purpose that would be a violation of this Agreement. All rights not addressed herein are specifically reserved by Axway. Customer shall not Use the Product to provide services to third parties, including ASP, facilities management, outsourcing, unless expressly provided for in an Order Form. 4.2. If Customer has purchased a license for Products which are used by Customer to distribute to any third party Trading Partner that has a business need to securely transfer files to or from Customer, then the sublicense such Trading Partner has conveys the right to Use the Product for the purpose of transferring files to and from Customer in the furtherance of Customers internal business purposes only. 4.3. If Customer wishes to permanently transfer the Licensed Component to a new Operating Environment, the Order Form associated with this Agreement will have to be updated accordingly. Once the transfer has been made to the new authorized Operating Environment, Customer shall erase the Licensed Component from the former Operating Environment, within the time frame allowed in the Order Form. 4.4. Customer has the right to make one back-up copy of the Licensed Component for archival purpose only. Any other copies, reproductions and summaries of the Licensed Component or Documentation are prohibited.

ARTICLE 5 DELIVERY AND WARRANTY
5.1. Axway shall provide Customer with the Licensed Component in object code form and with the Documentation. Full title to the Hardware Product passes to Customer upon Delivery. Products are delivered Free On Board (FOB) shipping point with freight and insurance prepaid. 5.2. The Use of certain Licensed Components will require a key. The key will be generated by Axway based on computerdependent Customer information. Customer agrees to provide the necessary information as required to generate and activate the key. 5.3. THE TERMS OF THIS AGREEMENT ARE INSTEAD OF ALL WARRANTIES, CONDITIONS, TERMS, UNDERTAKINGS AND OBLIGATIONS IMPLIED BY STATUTE, COMMON LAW, CUSTOM, TRADE USAGE, COURSE OF DEALING OR OTHERWISE, ALL OF WHICH ARE HEREBY EXCLUDED TO THE FULLEST EXTENT PERMITTED BY LAW.

ARTICLE 6 SUPPORT SERVICES
6.1. Upon payment of the applicable fees, Axway will provide technical Support Services, at the level specified on
the Order Form. 6.2. Axway is under no obligation to provide Support Services (i) if there has been a modification or attempted modification of the Product (other than modifications made by Axway and delivered as part of the Product) or the Product has been improperly installed by Customer or operated or used other than in accordance with this Agreement and the Documentation; or (ii) if Customer has refused, delayed or otherwise failed to implement a release or other modification that Axway has provided or recommended.

ARTICLE 7 ADDITIONAL SERVICES
7.1. In accordance with its expertise and availability, Axway will, if ordered by Customer, provide services that may include installation, implementation, technical and training assistance services for the Product, or subscription-based services ("Additional Services") to Customer at the rates set forth in the Order Form or, if no rates are set forth, the rates in effect at the time that such Services are provided. 7.2. Except for Retained Works (defined below), all right and title to professional services deliverables shall belong to Customer. Axway will be the owner of any Retained Works, which are defined to include: (i) any pre-existing materials, including any of Axway's preexisting software code, proprietary software tools, or training materials incorporated into the deliverables; (ii) any customized modifications to the Licensed Component unless an applicable work order, SOW or other such similar document expressly provides that such modifications are assigned to Customer; and (iii) any third party programs which are integrated with or incorporated into the deliverables. For any Retained Works incorporated into a deliverable, Axway grants Customer a non-exclusive, worldwide, royalty-free license to use such Retained Works to the same extent that Customer is licensed to use any related Licensed Component.

ARTICLE 8 PAYMENT TERMS AND CONDITIONS
8.1. The fees for the Products and Support Services are listed in the Order Form. In addition to the fees listed in the Order Form, Customer shall be responsible for all personal property, sales, use, value-added, withholding and similar taxes (other than taxes on Axway's net income) arising from the transactions described in this Agreement. Where Customer's Use of the Software or receipt of Services is exempt from sales or other taxes, Customer shall provide Axway with the appropriate exemption certificate. All amounts payable under this Agreement shall be paid net thirty (30) days from the invoice date, unless stated otherwise in an Order Form. 8.2. The license fee is fixed and not subject to revision. It shall be invoiced in full on the Effective Date, unless stated otherwise in an Order Form. 8.3. Support Services fees shall be invoiced on the Effective Date and are due net thirty (30) days from the invoice date unless otherwise stated in an Order Form. Support Services fees are subject to annual revision as stated in the relevant Specific Conditions. 8.4. Fees for professional services shall be invoiced at the end of the month in which they are provided. Travel and accommodation expenses incurred to provide training, technical assistance, support and installation services shall be invoiced to Customer based on the actual and reasonable costs incurred by Axway. Supporting documents will be provided upon reasonable request. Fees for professional services are subject to annual revision as stated in the relevant Specific Conditions. 8.5. Fees or other amounts remaining unpaid for thirty (30) days following the date of invoice shall be considered overdue and shall remain payable by Customer together with interest for late payment from the date payable at the rate of 4% per annum above the base rate for the time being of Lloyds TSB Bank plc. In addition to the above provision for late payment, Axway reserves the right to suspend performance of any Additional Services (which includes hosting services, as applicable).

ARTICLE 9 CUSTOMER RESPONSIBILITIES
9.1. Unless the hosted option is selected, Customer shall be responsible for operating the Product and shall: ensure that the hardware, base program, network and operating system configuration are suitable, develop the operating measures, control procedures and security measures required for data backup and replacement in the event of interruption in Product operation, 9.2. Customer is also responsible for: protecting its own recorded data, and the results obtained and any direct or indirect consequences thereof, making qualified personnel available to resolve any problems, and appointing one of its employees to serve as the primary point of contact with Axway for any technical issues.
ARTICLE 10 INTELLECTUAL PROPERTY
10.1. Only a right to Use the Licensed Component is granted to Customer; any extension of the right granted shall be subject to Axways prior written consent. The Parties acknowledge and agree that Customer has only Use rights with respect to the Licensed Component, but Customer owns the Hardware Product. Axway retains title in and to the Licensed Component, including any portion thereof and information, materials or copy made from it or any part of it and copyright in the Licensed Component. 10.2. If Customer wishes to make the Product interoperable with other programs, other than as envisaged in the Documentation, Axway may make the necessary information available to Customer upon receipt of a written request. 10.3. Except as otherwise provided for in this Agreement or permitted under applicable law, Customer will not, directly or through any person or entity, in any form or manner (i) copy, sublicense, lease, assign, distribute, reproduce, incorporate, use or allow access to the Product or modify, prepare derivative works from the Licensed Component except as explicitly permitted under this Agreement or (ii) decrypt, extract, decompile or otherwise reverse engineer the Licensed Component, or otherwise disassemble, derive or attempt to derive the source code of, or any processes, methods, specifications, protocols, algorithms, interfaces, data structures, or other information embodied or used in, the Product. The restrictions of this Article 10 shall survive the termination of the Agreement. If Customer has purchased licenses for a Trading Partner, Customer shall ensure each Trading Partner is bound to provisions at least as protective of Axway as Articles 4, 10, 12, 14 and 15. Customer shall promptly notify Axway of any unauthorized use, disclosure, reproduction, or distribution of any Product, which comes to Customers attention, or which Customer reasonably suspects. Customer may Use any Third Party Software products or modules supplied by Axway solely with the Licensed Component. 10.4. If, in the performance of any Additional Services hereunder, Axway is required to use any Customer supplied programs, Customer hereby warrants that it has obtained any necessary authorizations and licenses required to allow Axway to access and use such program as necessary for performance of the Services. Customer shall provide any associated supporting documentation to Axway promptly upon request.

ARTICLE 11 INDEMNIFICATION 11.1. Axway agrees to defend, settle and indemnify Customer from and against any amounts payable under judgment, court order or settlement brought by any unaffiliated third party against Customer to the extent that such action results from actual or alleged infringement by any Product of any third party copyright, trade secret or patent existing or issued as of the date that Axway initially Delivered the applicable version of such Product to Customer. In connection with any allegation of infringement of any third party rights, Customer shall (and it shall be a condition of reliance upon the indemnity for Customer to): immediately notify Axway in writing of the allegation; and allow Axway sole control of the defense and any related settlement negotiations; and cooperate in good faith in the said defense and comply with all of Axways reasonable requests (at Axways expense) in defending or settling the claim. 11.2. Should Customers use of the Product be determined to have infringed any third party rights, or if in Axways judgment, such use is likely to be infringing, Axway shall endeavor at its option do one of the following, at its own expense: - procure for Customer the right to continue owning and/or using the Product, as applicable, - replace or modify the Product to make its Use non-infringing while yielding substantially equivalent functionality. If and only if the previous options are not, in Axways reasonable judgment, commercially reasonable, then Axway may terminate this Agreement as it applies to the specific Product and the corresponding rights of Use. Customer agrees to destroy or return the affected Product to Axway on its written request and Axway will then return the Product license fees to Customer as prorated over a five (5) year term commencing on the date of Delivery of the applicable Product by Axway. The obligations of Axway in this Article 11 will not apply to the extent that the infringement or claim thereof is based on (i) Use of the Product other than in accordance with this Agreement, or (ii) modifications or additions to the Product by Customer personnel (other than modifications at Axways direction) or (iii) use of other than the most recent version of any Product if and from the time Axway informs Customer in writing that infringement or misappropriation may be avoided by use of the most recent version of such Product. THIS ARTICLE 11 SETS FORTH THE FULL SCOPE OF AXWAYS LIABILITY AND CUSTOMERS
ARTICLE 12 LIABILITY
12.1. Axway does not warrant that the Product will operate in combination with other software selected by Customer, or that the Product will operate uninterrupted or free of non-material Defects. The Customer shall promptly inform Axway of any Defect and afford Axway reasonable opportunity to correct the Defect including, without limitation, the option to provide replacement Product, or correct any deficiency in Support Services. 12.2. Except for Axway's obligations with respect to indemnification or confidentiality, Axway is not liable for any special, indirect, exemplary, incidental, punitive or consequential damages of any kind, including, without limitation, damages for loss of goodwill, work stoppage, lost profits, lost data or computer hardware or software damage, failure or malfunction, whether or not Axway has been advised of the possibility of such damages; except for Axway's obligations with respect to indemnification or confidentiality, Axway's liability hereunder shall not exceed the total amount of license and services fees invoiced under this agreement for the software giving rise to such liability during the calendar year in which the claim arose. The foregoing limitations of liability and disclaimers of damages apply regardless of the form in which an action (legal, equitable or otherwise) may be brought, whether in contract, tort, or otherwise. The limitations of liabilities, disclaimers of warranties, exclusivity of remedies and other limitations set forth herein are an essential element of the bargain between the parties (without which the transactions contemplated by this agreement would not occur) and will apply even if a remedy fails in its essential purpose. Axway's liability for death and personal injury caused by its negligence and any breach of its obligations implied by Section 12 of the Sale of Goods Act 1979 or Section 2 of the Supply of Goods and Services Act 1982 will be unlimited 12.3. This Agreement is enforceable by the Parties to it and by their permitted assignees, otherwise a person who is not a party to this Agreement shall have no right to enforce or rely on any of the terms of this Agreement. The terms of this Article 12 shall survive termination of this Agreement.

ARTICLE 13 ADVERTISING
The Customer must include Axway's name any time it refers to the Product. The Customer hereby authorizes Axway to include its name in a customer list.

ARTICLE 14 ADMINISTRATIVE REQUIREMENTS
The Customer is responsible for obtaining any required legal authorizations arising out of Customers particular use of the Products and is responsible for its compliance with applicable data protection legislation.

ARTICLE 15 CONFIDENTIALITY
15.1. Each Party recognizes that under this Agreement either Party may have access to or otherwise receive trade secrets and confidential or proprietary information of the other, including information concerning products, including but not limited to the names of Customers clients, financial or contractual arrangements. All such information shall constitute "Confidential Information". The Products, including any Documentations or portions thereof and information, material or copy derived therefrom, is proprietary and confidential to Axway. Each Party agrees not to use, other than for the purposes for which it was disclosed or divulged the other party's Confidential Information and to limit disclosure of same to those of its employees and independent contractors who have a need to know the same and to use all reasonable endeavors to prevent its disclosure to or access by any third party without the prior written consent of the disclosing party. 15.2. Confidential Information does not include information that: (i) is or becomes a part of the public domain through no act or omission of the receiving Party; (ii) was in the receiving Party's lawful possession prior to the disclosure and had not been obtained by the receiving Party either directly or indirectly from the disclosing Party; (iii) is lawfully disclosed to the receiving Party by a third party without restriction on disclosure; (iv) is independently developed by the receiving Party without reference to the disclosing Party's Confidential Information; or (v) is required to be disclosed by any court of competent jurisdiction or by a
ARTICLE 16  NON-SOLICITATION
16.1. For the duration of this Agreement and for the period of twelve (12) months following its termination or expiration, neither Party shall, without the prior written consent of the other Party, actively endeavor to solicit or entice away any person employed or engaged by the other Party in the performance or administration of this Agreement. 16.2. If a Party breaches the foregoing obligation, the breaching party shall pay to the other Party twelve times the prior monthly base salary of the relevant person, such sum being deemed by both Parties to be fair compensation for the loss suffered as a result of the breach. 16.3. The provisions of Article 16.2 shall not apply to any individual who can be proven to have responded to a bona fide published recruitment advertisement where the recruited person is not recruited to work for or with a party's personnel or department involved in this Agreement. Nothing in this Article 16 is intended to restrict the right of any individual to seek employment with whomsoever they wish, but is intended to provide for due compensation where such a situation occurs as a result of entering into this Agreement recognizing that loss of experienced personnel can have a serious effect upon any employer.

ARTICLE 17  TERMINATION
17.1. This Agreement may be terminated by either Party immediately upon written notice if the other Party is in material or continuing breach of any of its obligations under this Agreement and fails to remedy that breach (if capable of remedy) within thirty (30) days after receiving written notice of such breach. 17.2. Either Party may terminate this Agreement forthwith on giving written notice to the other Party if such Party has had a receiver or administrative receiver appointed over the whole or any part of its undertaking or assets or passes a resolution for winding up, or a court of competent jurisdiction makes an order to that effect or if the other Party enters into any voluntary arrangement with its creditors or becomes subject to a bankruptcy administration order or ceases to carry on business. 17.3. Upon termination of the Agreement Customer must, depending on the method of Product delivery, either: (i) return the Licensed Component and the Documentation to Axway and destroy or return any copies of the Licensed Component that it may have made within fifteen (15) days from the termination date or (ii) remove all copies of the Licensed Component and certify in writing that all copies have been removed and destroyed. 17.4. After the Initial Support Term or any of the annual renewal of Support Services terms, either Party may terminate the Support Services on six (6) months prior written notice.

ARTICLE 18  WAIVER
The fact that either Party fails to take action after a breach by the other Party of any of its obligations arising hereunder shall not be construed or operate as a waiver of the obligation in question or of any later breach.

ARTICLE 19  SEVERABILITY
If any of the provisions of this Agreement, or any part thereof, is judged to be illegal or unenforceable, the remaining provisions will continue in full force and effect for the remainder of this Agreement and shall not be prejudiced, unless the substantive purpose of this Agreement is thereby frustrated, in which case either Party may terminate this Agreement forthwith on written notice.

ARTICLE 20  ASSIGNMENT
This Agreement and the license granted hereunder may not be assigned or transferred in whole or in part by Customer without Axway's prior written consent. Axway may assign and transfer its complete rights and obligations under this Agreement, without the consent of Customer, to any corporation that is a wholly owned subsidiary or governmental or regulatory authority or where there is a legal right, duty or requirement to disclose. In such event, the receiving Party will (and without breaching any legal or regulatory requirement) where reasonably practicable give the disclosing Party prompt notice in writing of the requirement to disclose. 15.3. The rights and obligations of the Parties under this Article 15 shall continue for three (3) years following expiration or termination of this Agreement.
parent or sister corporation of Axway. This Agreement is enforceable by the Parties to it and by their permitted assignees, otherwise a person who is not a party to this Agreement shall have no right, including without limitation under the Contracts (Rights of Third Parties) Act 1999 to enforce or rely on any of the terms of this Agreement.

ARTICLE 21 AUDIT
Axway hereby reserves the right to conduct an on-site audit of Customer to verify compliance with the Licensed Component license granted herein by providing at least three (3) days prior written notice. Customer consents to audit compliance software being run on Customer systems. The Customer hereby agrees to cooperate with the audit in good faith, to grant Axway access to all relevant information and to provide copies of relevant information on request. In addition, Customer agrees, upon request by Axway from time to time, to provide Axway with a written report, certified by an officer, stating the physical Site(s) and computer systems with respect to which Customer is using the Licensed Component.

ARTICLE 22 EXPORT
Customer shall not export, ship, transmit or re-export the Products or Documentation in violation of any applicable law or regulation.

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ARTICLE 24 - NOTICES
All notices, demands, consents, approvals and other communications shall be sufficient if in writing and sent by facsimile transmission (with a hard copy mailed on the same date) or registered or certified mail, return receipt requested, postage prepaid, or overnight courier service to the other party at its address set out in the Order Form or to such other superseding notice address that it has subsequently provided to other Party in writing. Each such notice shall be deemed to have been served: in the case of by hand and special delivery, when actually received; or if posted by recorded delivery shall be deemed to have been accepted on the expiry of forty eight (48) hours after posting and on proving posting it shall be sufficient to produce a copy of the notice properly addressed with the relevant post office receipt for its dispatch by recorded delivery.

ARTICLE 25 GOVERNING LAW and DISPUTES
25.1. This Agreement will be governed by and interpreted in accordance with the laws of England and Wales. Should any dispute arise, the Parties will use all reasonable efforts to attempt to resolve the dispute in good faith by senior level negotiations. The dispute shall be referred by a written request to an officer of each Party who has authority to resolve the dispute and who is not directly involved with the subject matter of this Agreement who shall meet within fifteen (15) days from the dispatch of the written request in order to attempt to resolve the dispute. 25.2. If the dispute is not resolved through negotiation, both Parties agree that the Courts of England will have exclusive
jurisdiction in connection with the resolution of the dispute. The United Nations Convention on the International Sale of Goods shall not apply to this Agreement.

ATTACHMENT A ADDITIONAL DEFINITIONS
To the extent used in the Order Forms pursuant to this Agreement, the following definitions have the following meanings: Active (Production) License means a license for Use of the Product in a production environment. An Active/Active configuration refers to a shared cluster configuration whereby applications and data are simultaneously available to all server Instances in the cluster. Consequently, Active/Active clusters support high availability; Computer means one or a group of physical hardware machines processing data and hosting the running of one or more operating systems as defined in the Order Form; Core means the main part of CPU that interprets the instructions and performs the binary calculations. Every CPU has at least one Core, but can be composed of several Cores. If the right of Use is based on Cores and if the Licensed Component is used on a single computer with multiple Cores, the Core license must correspond with the number of respective Cores contained within such Computer CPU (Central Processing Unit) means a functional unit in a computer that interprets and executes instructions. If the right of Use is based on CPUs and if the Licensed Component is used on a single computer with multiple CPUs, the CPU license must correspond with the number of respective CPUs contained within such Computer Instance means a single occurrence of a Licensed Component. For clarification, if Customer has purchased only one Active Production Instance, Customer may run a single occurrence of the Licensed Component in RAM (Random Access Memory); Named User means a physical person susceptible to establish a session with the Licensed Component; Node means a running instance of an Axway program, i.e. a JVM (Java Virtual Machine) running an Axway application; Partition means a reserved part of the resources of an Operating Environment that is set aside for a specific purpose; Such as: Capped-Partition means the Sub-Capacity Partition using a determined maximum subset of the resources of an Operating Environment. Floating Partition means the Sub-Capacity Partition using a dynamically allocated subset of the resources of an Operating Environment. The maximum potential of resources used by a Sub-Capacity Partition equals the overall resources of the Operating Environment; Full-Capacity Partition means a Partition using all the resources of an Operating Environment. There can only be one Full-Capacity Partition per Operating Environment. If there is another partition, then both Partitions are Sub-Capacity Partitions; Sub-Capacity Partition means a partition using a subset of the resources of an Operating Environment; Passive (Non-Production) License refers to a cluster fail over or disaster recovery software architecture. The passive software doesn't execute unless the licensed production copy of the Licensed Component fails. Where Customer is not able to use its licensed production copy of the Licensed Component in the event of fail over, the Passive license will start executing after a service interruption. A Passive License may also include those for test, development, archiving or quality control/quality assurance; User means, unless otherwise stated in the applicable Order: (a) with respect to all Products other than Products that are part of Axways Validation Authority or SecureTransport product suites, any person who is assigned login or Use rights or credentials by Customer to access the applicable Product, whether directly, through another application or otherwise; (b) with respect to any Product included in Axways SecureTransport product suite, any person or system who is assigned login or Use rights or credentials by Customer to access the applicable Product, whether directly, through another application or otherwise; and (c) with respect to any Product included in Axways Validation Authority product suite, any Validation Authority User. Validation Authority User means any Human User, Group User or Non-Human User. Human User means, with respect to the applicable Product included in Axways Validation Authority product line, any human who has one or more associated digital certificates associated with such human that: (i) uniquely identify such human; and (ii) are contained in a database or other repository that can be queried through Customers implementation of such Product. Group User means, with respect to the applicable Product included in Axways Validation Authority product line, any group of humans that has one or more associated digital certificates that: (i) uniquely identify such group; and (ii) are contained in a database or other repository that can be queried through Customers implementation of such Product. Non-Human User means, with respect to the applicable Product included in Axways Validation Authority product line, anything other than a Human User or Group User (such as a
device) (Non-Human) that has one or more associated digital certificates that: (i) uniquely identify such Non-Human; and (ii) are contained in a database or other repository that can be queried through Customers implementation of such Product.

1.884 maven-repository-metadata 2.2.1

1.885 golang-genproto 0.0.0-20200513103714-09dca8ec2884

1.885.1 Available under license:

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1.886 asn1crypto 0.24.0

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1.887 ehcache 2.4.3

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* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/Loader.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/StackMapTable.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/ClassPoolTail.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/ClassPath.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/util/HotSwapper.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/compiler/Javac.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/ControlFlow.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/Opcode.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/Executor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-jar/javassist/bytecode/analysis/Executor.java
jar/javassist/tools/web/Webserver.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/LongVector.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/util/proxy/ProxyObjectOutputStream.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/compiler/ast/CastExpr.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/DeprecatedAttribute.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/CtClass.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/Translator.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/tools/rmi/Sample.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/CodeAttribute.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/TransformNew.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/TransformWriteField.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/ConstPool.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
jar/javassist/bytecode/analysis/MultiType.java

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Found in path(s):
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/MemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/EnumMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/ByteMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/ClassMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/MemberValueVisitor.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/FloatMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/IntegerMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/StringMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/ArrayMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/BooleanMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/LongMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/CharMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/Annotation.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/ShortMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/AnnotationMemberValue.java
* /opt/cola/permits/1135872664_1613621010.52/0/javassist-3-27-0-ga-sources-1-
  jar/javassist/bytecode/annotation/DoubleMemberValue.java
1.894 libnfnetlink 1.0.1 4.el7

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1.896 libdb 5.3.21 25.el7

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* /opt/cola/permits/1138554916_1614290878.42/0/maven-toolchain-1-0-sources-1-
  jar/org/apache/maven/toolchain/java/JavaToolChain.java
* /opt/cola/permits/1138554916_1614290878.42/0/maven-toolchain-1-0-sources-1-
  jar/org/apache/maven/toolchain/java/DefaultJavaToolChain.java
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  jar/io/swagger/v3/oas/models/media/DateSchema.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/SideBandInputStream.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/RevSort.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/internal/storage/file/PackIndex.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/PushConnection.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/gitrepo/internal/RepoText.java
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  jar/org/eclipse/jgit/transport/RemoteRefUpdate.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
  jar/org/eclipse/jgit/api/RemoteAddCommand.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
  jar/org/eclipse/jgit/api/RemoteListCommand.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
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  jar/org/eclipse/jgit/treewalk/filter/PathFilterGroup.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/PushCertificateIdent.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/PushCertificateIdent.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/PushCertificateIdent.java
jar/org/eclipse/jgit/transport/TestProtocol.java
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*/opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/merge/ThreeWayMergeStrategy.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/errors/PackInvalidException.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/api/RevertCommand.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/api/CherryPickCommand.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/treewalk/filter/IndexDiffFilter.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/api/errors/MultipleParentsNotAllowedException.java

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/**
 * A special exception thrown when [ @link AutoLFInputStream ] is told to
 * throw an exception when attempting to read a binary file. The exception
 * may be thrown at any stage during reading.
 *
 * @since 3.3
 */

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4-1-201607150455-r-sources-
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/filter/RevFilter.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources-jar/org/eclipse/jgit/revplot/PlotLane.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/filter/AuthorRevFilter.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/BlockObjQueue.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/CommittList.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/TreeRevFilter.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources-jar/org/eclipse/jgit/transport/AmazonS3.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/revwalk/EndGenerator.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/revwalk/filter/MessageRevFilter.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/internal/storage/file/DeltaBaseCache.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/util/FS_Win32_Cygwin.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/util/FS.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/WalkRemoteObjectDatabase.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/AbstractRevQueue.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/Generator.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/WalkPushConnection.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/filter/SubStringRevFilter.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/FIFORevQueue.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/treewalk/filter/TreeFilter.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/util/PackIndexWriterV2.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/BlockRevQueue.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/RevFlag.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/util/RawCharSequence.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/revwalk/RewriteGenerator.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/WalkEncryption.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/MergeBaseGenerator.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/util/MutableInteger.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources-jar/org/eclipse/jgit/diff/DiffFormatter.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/internal/storage/dfs/DfsBlockCacheConfig.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/blame/Candidate.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/internal/storage/pack/StoredObjectRepresentation.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/events/IndexChangedEvent.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/notes/NoteMap.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/internal/storage/file/UnpackedObjectCache.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/lib/AsyncObjectLoaderQueue.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/internal/storage/pack/ObjectReuseAsIs.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/diff/RenameDetector.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/diff/SequenceComparator.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/internal/storage/file/LargePackedWholeObject.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/internal/storage/reftree/RefTreeNames.java
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jar/org/eclipse/jgit/internal/ketch/KetchReplica.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources.jar/org/eclipse/jgit/internal/storage/file/ByteBufferWindow.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources.jar/org/eclipse/jgit/internal/storage/file/PackFile.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
  jar/org/eclipse/jgit/api/NameRevCommand.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/util/io/TeeInputStream.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/lib/Ref.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/errors/PackProtocolException.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources.jar/org/eclipse/jgit/ignore/internal/Strings.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources.jar/org/eclipse/jgit/ignore/internal/PathMatcher.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources.jar/org/eclipse/jgit/ignore/internal/WildMatcher.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources.jar/org/eclipse/jgit/ignore/internal/IMatcher.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources.jar/org/eclipse/jgit/ignore/internal/LeadingAsteriskMatcher.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources-
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*/opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/api/errors/CanceledException.java
*/opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/api/errors/DetachedHeadException.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/util/io/UnionInputStream.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/util/io/TimeoutOutputStream.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
  jar/org/eclipse/jgit/api/DeleteTagCommand.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/util/ChangeIdUtil.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources-jar/org/eclipse/jgit/transport/DaemonClient.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources-jar/org/eclipse/jgit/patch/Patch.java

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jar/org/eclipse/jgit/api/errors/JGitInternalException.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/PackParser.java

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  */opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/errors/UnsupportedCredentialItem.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources.jar/org/eclipse/jgit/notes/NoteMapMerger.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources.jar/org/eclipse/jgit/notes/DefaultNoteMerger.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources.jar/org/eclipse/jgit/errors/TranslationBundleException.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources.jar/org/eclipse/jgit/notes/NotesMergeConflictException.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/AdvertiseRefsHook.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/SideBandOutputStream.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/UploadPack.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/BundleWriter.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/SideBandProgressMonitor.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/api/CreateBranchCommand.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources.jar/org/eclipse/jgit/util/io/NullOutputStream.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/PostUploadHookChain.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/storage/pack/PackStatistics.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/util/io/SafeBufferedOutputStream.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/JschConfigSessionFactory.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/RemoteSession.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/api/StashDropCommand.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources.jar/org/eclipse/jgit/api/StashApplyCommand.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources-jar/org/eclipse/jgit/merge/MergeAlgorithm.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources-jar/org/eclipse/jgit/merge/MergeFormatter.java

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/**
* Fetch objects we don't have but that are reachable from advertised refs.
* <p>
* Only one call per connection is allowed. Subsequent calls will result in
* [ @link TransportException ].
* </p>
* <p>
* Implementations are free to use network connections as necessary to
* efficiently (for both client and server) transfer objects from the remote
* repository into this repository. When possible implementations should
* avoid replacing/overwriting/duplicating an object already available in
* the local destination repository. Locally available objects and packs
* should always be preferred over remotely available objects and packs.
* [ @link Transport#isFetchThin() ] should be honored if applicable.
* </p>
*
* @param monitor
* progress monitor to inform the end-user about the amount of
* work completed, or to indicate cancellation. Implementations
* should poll the monitor at regular intervals to look for
* cancellation requests from the user.
* @param want
* one or more refs advertised by this connection that the caller
* wants to store locally.
* @param have
* additional objects known to exist in the destination
* repository, especially if they aren't yet reachable by the ref
database. Connections should take this set as an addition to
what is reachable through all Refs, not in replace of it.
* @throws TransportException
* objects could not be copied due to a network failure,
* protocol error, or error on remote side, or connection was
* already used for fetch.
*/

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4-1-201607150455-r-sources-jar/org/eclipse/jgit/transport/FetchConnection.java

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-jar/org/eclipse/jgit/revplot/PlotCommit.java
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4-1-201607150455-r-sources-
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/**
* A special exception thrown when [AutoLFInputStream] is told to
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*
* @since 3.3
*/

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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4.4.1-201607150455-r-sources-
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* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
  jar/org/eclipse/jgit/api/errors/TooLargePackException.java
* /opt/cola/permits/1150250613_1627682056.2/0/org-eclipse-jgit-4-4-1-201607150455-r-sources-
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* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources.jar/org/hsqldb/lib/ArraySort.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources.jar/org/hsqldb/SortAndSlice.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources.jar/org/hsqldb/sample/TriggerSample.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources.jar/org/hsqldb/test/TestGroupByHaving.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources.jar/org/hsqldb/persist/RAFile.java
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* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources.jar/org/hsqldb/sample/Testdb.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources.jar/org/hsqldb/test/TestDataStructures.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources.jar/org/hsqldb/rowio/RowOutputText.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources.jar/org/hsqldb/test/TestLikePredicateOptimizations.java
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* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources.jar/org/hsqldb/jdbc/JDBCDataSourceFactory.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources.jar/org/hsqldb/resources/ResourceBundleHandler.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources.jar/org/hsqldb/types/Types.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources.jar/org/hsqldb/lib/LongKeyIntValueHashMap.java
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* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb/rowio/RowOutputBinaryEncode.java
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* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb/sample/ConnectionTypesSample.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb/test/Waiter.java
* /opt/ cola/permits/1142016881_1615265878.49/0/hsqldb/persist/PersistentStoreCollection.java
*/
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*/opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/jdbc/pool/JDBCPooledConnection.java
*/opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/scriptio/ScriptReaderBase.java
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*/opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/lib/tar/RB.java
*/opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/auth/JaasAuthBean.java
*/opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/lib/IntKeyHashMap.java
*/opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/jdbc/pool/JDBCPooledConnection.java
jar/org/hsqldb/jdbc/JDBCCommonDataSource.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/cmdline/sqtool/TokenSource.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/rights/User.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/jdbc/JDBCPParameterMetaData.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/test/TestAllTypes.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/types/UserTypeModifier.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/test/TestDirectorySettings.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/error/Error.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/cmdline/sqltool/TokenList.java
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* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/types/TimestampData.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/ExpressionOrderBy.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/types/BlobType.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/lib/HsqlDeque.java
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* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/lib/HashMappedList.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/persist/RandomAccessInterface.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/types/RowType.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/rowio/RowInputTextLog.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/cmdline/sqtool.flex
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/util/JDBCTypes.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/lib/OrderedIntKeyHashMap.java
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* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/lib/tar/TarReader.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/lib/tar/TarGeneratorMain.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/dbinfo/DTTableInfo.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/lib/ObjectComparator.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/rights/userManager.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/lib/MultiValueHashMap.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/lib/BaseList.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/jdbc/JDBCConnectionEventListener.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/rowio/RowInputBinary180.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/rowio/RowInputBinary.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/persist/ScriptLoader.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/auth/AuthUtils.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/server/ServerProperties.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/dbc/DBConnectionEventListener.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/server/HsqlSocketRequestHandler.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/server/HsqlSocketFactorySecure.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/persist/TextTableStorageManager.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/server/ServerConfiguration.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/server/ServerConfiguration.java

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\? lists Special Commands.
?: lists Edit-Buffer/History commands.
*? lists PL commands.
/? displays help on how to set and use macros (incl. functions).

SPECIAL Commands begin with \ and execute when you hit ENTER.
EDIT-BUFFER / HISTORY Commands begin with : and execute when you hit ENTER.
PROCEDURAL LANGUAGE commands begin with * and end when you hit ENTER.
MACRO executions and definitions begin with / and end when you hit ENTER.
All other lines comprise SQL Statements (or comments).
SQL Statements are terminated by either unquoted : (which executes the statement), or a blank line (which moves the statement into the edit buffer without executing).
After turning on variable expansion with command "*" (or any other PL command), PL variables may be used in most commands like so: *[PLVARNAME].
Be aware when using regular expressions on commands, that the regex.s operate only on the command text after the * or \ prefix, if any.

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* /

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* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/RowDiskDataChange.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/navigator/RowSetNavigatorData.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/SchemaObject.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/persist/BlockObjectStore.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/types/CharacterType.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/index/IndexStats.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/lib/DoubleIntIndex.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/scriptio/ScriptReaderText.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/Session.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/navigator/RangerIterator.java
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* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/SessionInterface.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/test/TestLobs.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/lib/Iterator.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/test/TestSqlPersistent.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/lib/RangeIterator.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/dbinfo/DatabaseInformationMain.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/ExpressionLogical.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/test/TestTextTable.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/ParserTable.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/dbinfo/ValuePoolHashMap.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/persist/RowStoreAVL.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/persist/DataSpaceManager.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/persist/DataSpaceManagerSimple.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/HsqlDateTime.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/TransactionManager2PL.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/map/ValuePoolHashMap.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-
jar/org/hsqldb/test/TestPreparedStatements.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/StatementInsert.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/TableBase.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/test/TestPreparedSubQueries.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/scriptio/ScriptWriterBase.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/ParserDML.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/StatementCommand.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/jdbc/JDBCDriver.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/persist/TableSpaceManager.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/jdbc/JDBCSQLXML.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/RoutineSchema.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/dbinfo/DatabaseInformationFull.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/Scanner.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/StatementCompound.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/persist/PersistentStore.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/jdbc/JDBCArray.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/persist/DoubleIntArrayCachedObject.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/jdbc/JDBCResultSet.java

* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/result/Result.java

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 *
 * @return the underlying sessionProxy for this connection
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* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/DatabaseManagerCommon.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/index/NodeAVL.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/Like.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/util/TransferCommon.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/util/Grid.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/util/CodeSwitcher.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/sample/FindFile.java
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This interface is implemented by driver vendors to let users know the capabilities of a Database Management System (DBMS) in combination with the driver based on JDBC technology. "JDBC driver" that is used with it. Different relational DBMSs often support different features, implement features in different ways, and use different data types. In addition, a driver may implement a feature on top of what the DBMS offers. Information returned by methods in this interface applies to the capabilities of a particular driver and a particular DBMS working together. Note that as used in this documentation, the term "database" is used generically to refer to both the driver and DBMS.

A user for this interface is commonly a tool that needs to discover how to deal with the underlying DBMS. This is especially true for applications that are intended to be used with more than one DBMS. For example, a tool might use the method <code>getTypeInfo</code> to find out what data types can be used in a <code>CREATE TABLE</code> statement. Or a user might call the method <code>supportsCorrelatedSubqueries</code> to see if it is possible to use a correlated subquery or <code>supportsBatchUpdates</code> to see if it is possible to use batch updates.

Some <code>DatabaseMetaData</code> methods return lists of information in the form of <code>ResultSet</code> objects. Regular <code>ResultSet</code> methods, such as <code>getString</code> and <code>getInt</code>, can be used to retrieve the data from these <code>ResultSet</code> objects. If a given form of metadata is not available, an empty <code>ResultSet</code> will be returned. Additional columns beyond the columns defined to be returned by the <code>ResultSet</code> object for a given method can be defined by the JDBC driver vendor and must be accessed by their <B>column label</B>.

Some <code>DatabaseMetaData</code> methods take arguments that are String patterns. These arguments all have names such as fooPattern. Within a pattern String, "%" means match any substring of 0 or more characters, and "_" means match any one character. Only metadata entries matching the search pattern are returned. If a search pattern argument is set to <code>null</code>, that argument's criterion will be dropped from the search.

A method that gets information about a feature that the driver does not support will throw an <code>SQLException</code>. In the case of methods that return a <code>ResultSet</code> object, either a <code>ResultSet</code> object (which may be empty) is
* returned or an <code>SQLException</code> is thrown.
*
* <!-- start release-specific documentation -->
* <div class="ReleaseSpecificDocumentation">
* <h3>HSQLDB-Specific Information:</h3>
* 
* <h4>Metadata Table Production</h4>
* 
* Starting with HSQLDB 1.7.2, the metadata table (a.k.a system table) production
* implementation provided in the default build filters metadata based on each
* SQL session user's access rights which in turn lifts the pre-HSQLDB 1.7.2
* restriction that only users with the DBA role
* ('admin' users in older HSQLDB parlance) could expect trouble-free access to
* all metadata.<p>
* 
* Also starting with HSQLDB 1.7.2, the metadata table production implementation
* classes are loaded dynamically, using a precedence policy to find and load
* the richest producer available at runtime. In the event that no better
* alternative is found, the default minimal (completely restricted) provider
* is selected. Under this scheme, it is possible for third party packagers to
* create custom distributions targeted at supporting full (design-time),
* custom-written (proprietary / micro environment), minimal (production-time)
* or completely-restricted (space-constrained | device embedded | real-time |
* hostile environment) metadata table production scenarios. To learn more
* about this option, interested parties can review the documentation and source
* code for the <code>org.hsqldb.dbinfo.DatabaseInformation class</code>.<p>
* 
* Please also note that in addition to the metadata tables produced to
* directly support this class, starting with HSQLDB 1.7.2, the default build
* provides many additional tables covering all or most HSQLDB features, such
* as descriptions of the triggers and aliases defined in the database. <p>
* 
* For instance, in the default build, a fairly comprehensive description of
* each INFORMATION_SCHEMA table and each INFORMATION_SCHEMA table
* column is included in the REMARKS column of the [ @link #getTables(
* java.lang.String, java.lang.String, java.lang.String, java.lang.String[])
* getTables(...)) and [ @link #getColumns(java.lang.String, java.lang.String,
* java.lang.String, java.lang.String) getColumns(...)) results, which derive
* from INFORMATION_SCHEMA.SYSTEM_TABLES and INFORMATION_SCHEMA.SYSTEM_COLUMNS,
* respectively.<p>
* 
* Since HSQLDB 2.0 the INFORMATION_SCHEMA views have been vastly expanded
* in compliance with the SQL:2011 Standard and report the properties of all
* database objects.</p>
* 
* <h4>Schema Metadata</h4>
* 
* The SQL SCHEMA concept became fully supported in the HSQLDB 1.8.x series and
* this fact is reflected in the all subsequent versions of this class.

* <h4>Catalog Metadata</h4>

* Starting with HSQLDB 2.0, SQL standards compliance up to SQL:2008 and beyond
* is a major theme which is reflected in the provision of the majority of the
* standard-defined full-name INFORMATION_SCHEMA views. <p>

* However, just as CATALOG semantics and handling are still considered to be
* implementation defined by the most recent SQL standard (SQL:2008), so is the
* HSQLDB CATALOG concept still in the process of being defined and refined in
* HSQLDB 2.x. and beyond.<p>

* Previous to HSQLDB 2.x, there were, at various points in time, experimental
* features provided to turn on pseudo catalog (and before that, pseudo-schema)
* reporting in the system tables, using the database properties
* 'hsqldb.catalogs' and 'hsqldb.schemas', respectively.<p>

* However, once the engine fully supported the SQL SCHEMA concept, the
* experimental 'hsqldb.schemas' * database property was retired. <p>

* Similarly, starting with HSQLDB 2.x, the 'hsqldb.catalogs' database property
* has been retired and replaced with the convention that, from the perspective
* of SQL identification, an HSQLDB JDBC URL connects to a single HSQLDB
* database instance which consists of a single, default CATALOG
* named PUBLIC in which each SCHEMA instance of the database resides. The name of
* this catalog can be changed with the ALTER CATALOG &lt;name&gt; RENAME TO statement.
* As of version 2.1.0, HSQLDB supports qualification by the containing CATALOG of
* database objects at the syntactic level, but does not yet support operations
* such as opening, manipulating or querying against multiple database
* catalogs within a single session, not even in a one-at-a-time fashion.

* <h4>Index Metadata</h4>

* It must still be noted that as of the most recent release, HSQLDB continues
* to ignore the <code>approximate</code> argument of {@link #getIndexInfo
* getIndexInfo()} as no data is returned for CARDINALITY and PAGES coloumns.

* <h4>Notes for developers extending metadata table production</h4>

* Note that in the absence of an ORDER BY clause, queries against the metadata
* tables that directly support this class are expected to return rows in JDBC
* contract order. The reason for this is that results typically come
* back much faster when no &quot;ORDER BY&quot; clause is used. <p>

* As such, when adding, extending or replacing a JDBC database metadata table
* production routine, developers need to be aware of this fact and either add the
* contract &quot;ORDER BY&quot; clause to the driving SQL or, when possible,
preferably maintain rows in the contract order by correctly coding the
primary index definition in the table producer class.
* 
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* 
* @author Campbell Burnet (campbell-burnet@users dot sourceforge.net)
* @author Fred Toussi (fredt@users dot sourceforge.net)
* @version 2.5.0
* @since HSQLDB 1.9.0
* @see org.hsqldb.dbinfo.DatabaseInformation
* /

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* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-
jar/org/hsqldb/jdbc/JDBCDatabaseMetaData.java
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* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/RowAVLDisk.java
* /opt/cola/permits/1142016881_1615265878.49/0/hsqldb-2-5-1-sources-jar/org/hsqldb/index/NodeAVLDisk.java
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1.906 commons-cli 1.0

1.906.1 Available under license:
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 * $Header: /home/cvs/jakarta-commons-sandbox/cli/src/java/org/apache/commons/cli/PatternOptionBuilder.java,v
 * 1.2 2002/06/06 22:49:36 bayard Exp $ 
 * $Revision: 1.2 $
 * $Date: 2002/06/06 22:49:36 $ 
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 * $Revision: 1.4 $
 * $Date: 2002/06/06 09:37:26 $
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  jar/org/apache/commons/cli/AlreadySelectedException.java
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* $Header: /home/cvs/jakarta-commons-sandbox/cli/src/java/org/apache/commons/cli/ParseException.java,v 1.2
* 2002/06/06 09:37:26 jstrachan Exp $
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 * $Header: /home/cvs/jakarta-commons-sandbox/cli/src/java/org/apache/commons/cli/Options.java,v 1.5
2002/06/06 22:32:37 bayard Exp $
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 * $Id: Option.java,v 1.6 2002/06/06 22:50:14 bayard Exp $
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 * 2002/06/06 09:37:26 jstrachan Exp $
 * $Revision: 1.2 $
 * $Date: 2002/06/06 09:37:26 $
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  * $Header: /home/cvs/jakarta-commons-
  sandbox/cli/src/java/org/apache/commons/cli/MissingOptionException.java,v 1.2 2002/06/06 09:37:26 jstrachan
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Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007.

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1.948 perl-srpm-macros 1 8.el7

1.949 radeox-oro 0.9

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1.962 spring-data-elasticsearch

3.2.6.RELEASE

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The snowball stemmers in
   analysis/common/src/java/net/sf/snowball
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The full snowball package is available from
   http://snowball.tartarus.org/

The KStem stemmer in
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analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
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analysis/common/src/resources/org/apache/lucene/analysis/bn/stopwords.txt

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analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FinnishLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchLightStemmer.java
analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
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1.966 libjpeg 1.2.90-8.el7

1.966.1 Available under license:

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 *
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 *
 * This file contains input control logic for the JPEG decompressor.
 * These routines are concerned with controlling the decompressor's input
 * processing (marker reading and coefficient decoding). The actual input
 * reading is done in jdmarker.c, jdhuff.c, and jdphuff.c.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdinput.c

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; more details.

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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jiss2int-64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jfss2int-64.asm
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 *
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 *
 * This file contains routines to decode JPEG datastream markers.
 * Most of the complexity arises from our desire to support input
 * suspension: if not all of the data for a marker is available,
 * we must exit back to the application. On resumption, we reprocess
 * the marker.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd_arm_neon.S

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/*
 * jchuff.c
 *
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*
* This file contains Huffman entropy encoding routines.
*
* Much of the complexity here has to do with supporting output suspension.
* If the data destination module demands suspension, we want to be able to
* back up to the start of the current MCU. To do this, we copy state
* variables into local working storage, and update them back to the
* permanent JPEG objects only upon successful completion of an MCU.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jchuff.c
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/*
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*
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*
* This file contains application interface code for the decompression half
* of the JPEG library. These are the "standard" API routines that are
* used in the normal full-decompression case. They are not used by a
* transcoding-only application. Note that if an application links in
* jpeg_start_decompress, it will end up linking in the entire decompressor.
* We thus must separate this file from jdapimin.c to avoid linking the
* whole decompression library into a transcoder.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdapistd.c
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/*
* jidctfst.c
*
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*
* This file contains a fast, not so accurate integer implementation of the
* inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
* must also perform dequantization of the input coefficients.
* A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
* on each row (or vice versa, but it's more convenient to emit a row at
* a time). Direct algorithms are also available, but they are much more
* complex and seem not to be any faster when reduced to code.
*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for
* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
* Japanese, but the algorithm is described in the Pennebaker & Mitchell
* JPEG textbook (see REFERENCES section in file README). The following code
* is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
* The primary disadvantage of this method is that with fixed-point math,
* accuracy is lost due to imprecise representation of the scaled
* quantization values. The smaller the quantization table entry, the less
* precise the scaled value, so this implementation does worse with high-
* quality-setting files than with low-quality ones.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jidctfst.c
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/**<j dct.h
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
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* This include file contains common declarations for the forward and
* inverse DCT modules. These declarations are private to the DCT managers
* (j dctmgr.c, jddctmgr.c) and the individual DCT algorithms.
* The individual DCT algorithms are kept in separate files to ease
* machine-dependent tuning (e.g., assembly coding).
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdct.h
/*
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*/

Found in path(s):
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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90.jar/destination
/*
 * jidctred.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains inverse-DCT routines that produce reduced-size output:
 * either 4x4, 2x2, or 1x1 pixels from an 8x8 DCT block.
 *
 * The implementation is based on the Loeffler, Ligtenberg and Moschytz (LL&M)
 * algorithm used in jidctint.c. We simply replace each 8-to-8 1-D IDCT step
 * with an 8-to-4 step that produces the four averages of two adjacent outputs
 * (or an 8-to-2 step producing two averages of four outputs, for 2x2 output).
 * These steps were derived by computing the corresponding values at the end
 * of the normal LL&M code, then simplifying as much as possible.
 *
 * 1x1 is trivial: just take the DC coefficient divided by 8.
 *
 * See jidctint.c for additional comments.
 */

Found in path(s):
/*
 * jdsample.c
 *
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 *
 * This file contains upsampling routines.
 *
 * Upsampling input data is counted in "row groups". A row group
 * is defined to be (v_samp_factor * DCT_scaled_size / min_DCT_scaled_size)
 * sample rows of each component. Upsampling will normally produce
 * max_v_samp_factor pixel rows from each row group (but this could vary
* if the upsampler is applying a scale factor of its own).

* An excellent reference for image resampling is

/*

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdsample.c
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/*
* jdmerge.c
*
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*
* This file contains code for merged upsampling/color conversion.
 *
* This file combines functions from jdsample.c and jdcolor.c;
* read those files first to understand what's going on.
*
* When the chroma components are to be upsampled by simple replication
* (ie, box filtering), we can save some work in color conversion by
* calculating all the output pixels corresponding to a pair of chroma
* samples at one time. In the conversion equations
* R = Y + K1 * Cr
* G = Y + K2 * Cb + K3 * Cr
* B = Y + K4 * Cb
* only the Y term varies among the group of pixels corresponding to a pair
* of chroma samples, so the rest of the terms can be calculated just once.
* At typical sampling ratios, this eliminates half or three-quarters of the
* multiplications needed for color conversion.
*
* This file currently provides implementations for the following cases:
* YCbCr => RGB color conversion only.
* Sampling ratios of 2h1v or 2h2v.
* No scaling needed at upsample time.
* Corner-aligned (non-CCIR601) sampling alignment.
* Other special cases could be added, but in most applications these are
* the only common cases. (For uncommon cases we fall back on the more
* general code in jdsample.c and jdcolor.c.)
*/
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmerge.c
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//
* jctrans.c
*
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* This file contains library routines for transcoding compression,
* that is, writing raw DCT coefficient arrays to an output JPEG file.
* The routines in jcapimin.c will also be needed by a transcoder.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcprepct.c
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//
* jcprepct.c
*
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* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains the compression preprocessing controller.
* This controller manages the color conversion, downsampling,
* and edge expansion steps.
* Most of the complexity here is associated with buffering input rows
* as required by the downsampler. See the comments at the head of
* jcsample.c for the downsampler's needs.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcapimin.c
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//
* jcapimin.c
*
* This file is part of the Independent JPEG Group's software.
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* 
* This file provides common declarations for the various JPEG modules.
* These declarations are considered internal to the JPEG library; most
* applications using the library shouldn't need to include this file.
* /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpegint.h
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 *
 * This file contains code for merged upsampling/color conversion.
 * /

Found in path(s):
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 * rdtarga.c
 *
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 *
 * This file contains routines to read input images in Targa format.
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume input from
 * an ordinary stdio stream. They further assume that reading begins
 * at the start of the file; start_input may need work if the
 * user interface has already read some data (e.g., to determine that
 * the file is indeed Targa format).
 *
 * Based on code contributed by Lee Daniel Crocker.
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdtarga.c
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* 
* This file contains image transformation routines and other utility code
* used by the jpegtran sample application. These are NOT part of the core
* JPEG library. But we keep these routines separate from jpegtran.c to
* ease the task of maintaining jpegtran-like programs that have other user
* interfaces.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/transupp.c
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/*
* jddctmgr.c
*
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* 
* This file contains the inverse-DCT management logic.
* This code selects a particular IDCT implementation to be used,
* and it performs related housekeeping chores. No code in this file
* is executed per IDCT step, only during output pass setup.
* 
* Note that the IDCT routines are responsible for performing coefficient
* dequantization as well as the IDCT proper. This module sets up the
* dequantization multiplier table needed by the IDCT routine.
*/
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/*
 * jQuery JavaScript Library v1.3.2
 * http://jquery.com/
 * Copyright (c) 2009 John Resig
 * Dual licensed under the MIT and GPL licenses.
 * http://docs.jquery.com/License
 *
 * Date: 2009-02-19 17:34:21 -0500 (Thu, 19 Feb 2009)
 * Revision: 6246
 */

/*
 * Sizzle CSS Selector Engine - v0.9.3
 * Copyright 2009, The Dojo Foundation
 * Released under the MIT, BSD, and GPL Licenses.
 * More information: http://sizzlejs.com/
 */

/*
 * jQuery UI 1.7.2
 *
 * Copyright (c) 2009 AUTHORS.txt (http://jqueryui.com/about)
 * Dual licensed under the MIT (MIT-LICENSE.txt) and GPL (GPL-LICENSE.txt) licenses.
 *
 * http://docs.jquery.com/UI
 */

/**
 * jQuery.ScrollTo - Easy element scrolling using jQuery.
 * Copyright (c) 2008 Ariel Flesler - aflesler(at)gmail(dot)com
 * Licensed under GPL license (http://www.opensource.org/licenses/gpl-license.php).
 * Date: 2/8/2008
 * @author Ariel Flesler
 * @version 1.3.2
 */

No license file was found, but licenses were detected in source scan.
* jccoefct.c
* Copyright (C) 1994-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains the coefficient buffer controller for compression.
* This controller is the top level of the JPEG compressor proper.
* The coefficient buffer lies between forward-DCT and entropy encoding steps.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jccoefct.c
No license file was found, but licenses were detected in source scan.

/*
 * jerror.h
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file defines the error and message codes for the JPEG library.
 * Edit this file to add new codes, or to translate the message strings to
 * some other language.
 * A set of error-reporting macros are defined too. Some applications using
 * the JPEG library may wish to include this file to get the error codes
 * and/or the macros.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jerror.h
No license file was found, but licenses were detected in source scan.

/*
 * rdcolmap.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file implements djpeg's "-map file" switch. It reads a source image
 * and constructs a colormap to be supplied to the JPEG decompressor.
 *
 * Currently, these file formats are supported for the map file:
* GIF: the contents of the GIF's global colormap are used.
* PPM (either text or raw flavor): the entire file is read and
  * each unique pixel value is entered in the map.
* Note that reading a large PPM file will be horrendously slow.
* Typically, a PPM-format map file should contain just one pixel
  * of each desired color. Such a file can be extracted from an
  * ordinary image PPM file with ppmtomap(1).
* Rescaling a PPM that has a maxval unequal to MAXJSAMPLE is not
  * currently implemented.
*/
/* Portions of this code are based on the PBMPLUS library, which is:
**
** Copyright (C) 1988 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its
** documentation for any purpose and without fee is hereby granted, provided
** that the above copyright notice appear in all copies and that both that
** copyright notice and this permission notice appear in supporting
** documentation. This software is provided "as is" without express or
** implied warranty.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
  archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdcolmap.c
No license file was found, but licenses were detected in source scan.

/*
 * jdcoefct.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the coefficient buffer controller for decompression.
 * This controller is the top level of the JPEG decompressor proper.
 * The coefficient buffer lies between entropy decoding and inverse-DCT steps.
 *
 * In buffered-image mode, this controller is the interface between
 * input-oriented processing and output-oriented processing.
 * Also, the input side (only) is used when reading a file for transcoding.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdcoefct.c
No license file was found, but licenses were detected in source scan.

/*
 * jcomapi.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface routines that are used for both
 * compression and decompression.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcomapi.c
No license file was found, but licenses were detected in source scan.

/*
 * djpeg.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010-2011, 2013, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a command-line user interface for the JPEG decompressor.
 * It should work on any system with Unix- or MS-DOS-style command lines.
 *
 * Two different command line styles are permitted, depending on the
 * compile-time switch TWO_FILE_COMMANDLINE:
 *djpeg [options]  inputfile outputfile
 *djpeg [options]  [inputfile]
 * In the second style, output is always to standard output, which you'd
 * normally redirect to a file or pipe to some other program. Input is
 * either from a named file or from standard input (typically redirected).
 * The second style is convenient on Unix but is unhelpful on systems that
 * don't support pipes. Also, you MUST use the first style if your system
 * doesn't do binary I/O to stdin/stdout.
 * To simplify script writing, the "-outfile" switch is provided. The syntax
 *djpeg [options]  -outfile outputfile  inputfile
 * works regardless of which command line style is used.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less powerful but more straightforward TurboJPEG API. libjpeg-turbo also features colorspace extensions that allow it to compress from/decompress to 32-bit and big-endian pixel buffers (RGBX, XBGR, etc.), as well as a full-featured Java interface.

libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated derivative of libjpeg v6b developed by Miyasaka Masaru. The TigerVNC and VirtualGL projects made numerous enhancements to the codec in 2009, and in early 2010, libjpeg-turbo spun off into an independent project, with the goal of making high-speed JPEG compression/decompression technology available to a broader range of users and developers.
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/ReadMe.rtf
No license file was found, but licenses were detected in source scan.

/*
 * jcmainct.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * 
 * This file contains the main buffer controller for compression.
 * The main buffer lies between the pre-processor and the JPEG
 * compressor proper; it holds downsampled data in the JPEG colorspace.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcmainct.c
No license file was found, but licenses were detected in source scan.

/*
 * jcarith.c
 *
 * Developed 1997-2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * 
 * This file contains portable arithmetic entropy encoding routines for JPEG
 * 
 * Both sequential and progressive modes are supported in this single module.
 * 
 * Suspension is not currently supported in this module.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcarith.c
No license file was found, but licenses were detected in source scan.

/*
 * rdppm.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2009 by Bill Allombert, Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
This file contains routines to read input images in PPM/PGM format. The extended 2-byte-per-sample raw PPM/PGM formats are supported. The PBMPLUS library is NOT required to compile this software (but it is highly useful as a set of PPM image manipulation programs).

These routines may need modification for non-Unix environments or specialized applications. As they stand, they assume input from an ordinary stdio stream. They further assume that reading begins at the start of the file; start_input may need work if the user interface has already read some data (e.g., to determine that the file is indeed PPM format).

Portions of this code are based on the PBMPLUS library, which is:

**
** Copyright (C) 1988 by Jef Poskanzer.
**
** Permission to use, copy, modify, and distribute this software and its documentation for any purpose and without fee is hereby granted, provided that the above copyright notice appear in all copies and that both that copyright notice and this permission notice appear in supporting documentation. This software is provided "as is" without express or implied warranty.
**

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdppm.c

No license file was found, but licenses were detected in source scan.

/*
 * jcphuff.c
 *
 * Copyright (C) 1995-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains Huffman entropy encoding routines for progressive JPEG.
 *
 * We do not support output suspension in this module, since the library currently does not allow multiple-scan files to be written with output suspension.
 * /

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcphuff.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemsys.h
 *
 * Copyright (C) 1992-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This include file defines the interface between the system-independent
 * and system-dependent portions of the JPEG memory manager. No other
 * modules need include it. (The system-independent portion is jmemmgr.c;
 * there are several different versions of the system-dependent portion.)
 *
 * This file works as-is for the system-dependent memory managers supplied
 * in the IJG distribution. You may need to modify it if you write a
 * custom memory manager. If system-dependent changes are needed in
 * this file, the best method is to #ifdef them based on a configuration
 * symbol supplied in jconfig.h, as we have done with USE_MSDOS_MEMMGR
 * and USE_MAC_MEMMGR.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmemsys.h

No license file was found, but licenses were detected in source scan.

/*
 * jidctint.c
 *
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modification developed 2002-2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a slow-but-accurate integer implementation of the
 * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
 * must also perform dequantization of the input coefficients.
 *
 * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
 * on each row (or vice versa, but it's more convenient to emit a row at
 * a time). Direct algorithms are also available, but they are much more
 * complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on an algorithm described in
 * C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
 * Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
* The primary algorithm described there uses 11 multiplies and 29 adds.
* We use their alternate method with 12 multiplies and 32 adds.
* The advantage of this method is that no data path contains more than one
  * multiplication; this allows a very simple and accurate implementation in
  * scaled fixed-point arithmetic, with a minimal number of shifts.
* We also provide IDCT routines with various output sample block sizes for
  * direct resolution reduction or enlargement without additional resampling:
  * NxN (N=1...16) pixels for one 8x8 input DCT block.
* For N<8 we simply take the corresponding low-frequency coefficients of
  * the 8x8 input DCT block and apply an NxN point IDCT on the sub-block
  * to yield the downscaled outputs.
* This can be seen as direct low-pass downsampling from the DCT domain
  * point of view rather than the usual spatial domain point of view,
  * yielding significant computational savings and results at least
  * as good as common bilinear (averaging) spatial downsampling.
* For N>8 we apply a partial NxN IDCT on the 8 input coefficients as
  * lower frequencies and higher frequencies assumed to be zero.
  * It turns out that the computational effort is similar to the 8x8 IDCT
  * regarding the output size.
  * Furthermore, the scaling and descaling is the same for all IDCT sizes.
* CAUTION: We rely on the FIX() macro except for the N=1,2,4,8 cases
  * since there would be too many additional constants to pre-calculate.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jidctint.c
No license file was found, but licenses were detected in source scan.

/*
 * jmemnobs.c
 * Copyright (C) 1992-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file provides a really simple implementation of the system-dependent portion of the JPEG memory manager. This implementation
 * assumes that no backing-store files are needed: all required space
 * can be obtained from malloc().
 * This is very portable in the sense that it'll compile on almost anything,
 * but you'd better have lots of main memory (or virtual memory) if you want
 * to process big images.
 * Note that the max_memory_to_use option is ignored by this implementation.
/*
 * cjpeg.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010, 2013, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains a command-line user interface for the JPEG compressor.
 * It should work on any system with Unix- or MS-DOS-style command lines.
 *
 * Two different command line styles are permitted, depending on the
 * compile-time switch TWO_FILE_COMMANDLINE:
 * cjpeg [options] inputfile outputfile
 * cjpeg [options] [inputfile]
 * In the second style, output is always to standard output, which you'd
 * normally redirect to a file or pipe to some other program. Input is
 * either from a named file or from standard input (typically redirected).
 * The second style is convenient on Unix but is unhelpful on systems that
 * don't support pipes. Also, you MUST use the first style if your system
 * doesn't do binary I/O to stdin/stdout.
 * To simplify script writing, the "-outfile" switch is provided. The syntax
 * cjpeg [options] - outfile outputfile  inputfile
 * works regardless of which command line style is used.
 */

/
/*
 * jsimd.h
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2011 D. R. Commander
 *
 * Based on the x86 SIMD extension for IJG JPEG library,
 * Copyright (C) 1999-2006, MIYASAKA Masaru.
 * For conditions of distribution and use, see copyright notice in jsimdext.inc
 *
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZzt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/README
No license file was found, but licenses were detected in source scan.

/*
 * jdatasrc.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2013, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains decompression data source routines for the case of
 * reading JPEG data from memory or from a file (or any stdio stream).
 * While these routines are sufficient for most applications,
 * some will want to use a different source manager.
 * IMPORTANT: we assume that fread() will correctly transcribe an array of
 * JOCTETs from 8-bit-wide elements on external storage. If char is wider
 * than 8 bits on your machine, you may need to do some tweaking.
 *
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZzt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatasrc.c
No license file was found, but licenses were detected in source scan.

/*
 * jfdctint.c
 *
 */
* Copyright (C) 1991-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.

* This file contains a slow-but-accurate integer implementation of the
* forward DCT (Discrete Cosine Transform).

* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
* on each column. Direct algorithms are also available, but they are
* much more complex and seem not to be any faster when reduced to code.

* This implementation is based on an algorithm described in
* C. Loeffler, A. Ligtenberg and G. Moschytz, "Practical Fast 1-D DCT
* Algorithms with 11 Multiplications", Proc. Int'l. Conf. on Acoustics,
* The primary algorithm described there uses 11 multiplies and 29 adds.
* We use their alternate method with 12 multiplies and 32 adds.
* The advantage of this method is that no data path contains more than one
* multiplication; this allows a very simple and accurate implementation in
* scaled fixed-point arithmetic, with a minimal number of shifts.

/*

jutils.c

* Copyright (C) 1991-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.

* This file contains tables and miscellaneous utility routines needed
* for both compression and decompression.
* Note we prefix all global names with "j" to minimize conflicts with
* a surrounding application.

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jfdctint.c
No license file was found, but licenses were detected in source scan.

*/

* jutils.c

*/

* Copyright (C) 1991-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.

* This file contains tables and miscellaneous utility routines needed
* for both compression and decompression.
* Note we prefix all global names with "j" to minimize conflicts with
* a surrounding application.

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jfdctint.c
No license file was found, but licenses were detected in source scan.

*/

* jdhuff.h

* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modifications:
* Copyright (C) 2010-2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdhuff
No license file was found, but licenses were detected in source scan.

/*
* jdcolor.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2011 by Guido Vollbeding.
* Modifications:
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2009, 2011-2012, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains output colorspace conversion routines.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdcolor.c
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: SYSTEM ARCHITECTURE

Copyright (C) 1991-2012, Thomas G. Lane, Guido Vollbeding.
This file was part of the Independent JPEG Group's software.
It was modified by The libjpeg-turbo Project to include only information relevant to libjpeg-turbo.
For conditions of distribution and use, see the accompanying README file.

This file provides an overview of the architecture of the IJG JPEG software;
that is, the functions of the various modules in the system and the interfaces between modules. For more precise details about any data structure or calling convention, see the include files and comments in the source code.
We assume that the reader is already somewhat familiar with the JPEG standard. The README file includes references for learning about JPEG. The file libjpeg.txt describes the library from the viewpoint of an application programmer using the library; it's best to read that file before this one. Also, the file coderules.txt describes the coding style conventions we use.

In this document, JPEG-specific terminology follows the JPEG standard:
A "component" means a color channel, e.g., Red or Luminance.
A "sample" is a single component value (i.e., one number in the image data).
A "coefficient" is a frequency coefficient (a DCT transform output number).
A "block" is an 8x8 group of samples or coefficients.
An "MCU" (minimum coded unit) is an interleaved set of blocks of size determined by the sampling factors, or a single block in a noninterleaved scan.

We do not use the terms "pixel" and "sample" interchangeably. When we say pixel, we mean an element of the full-size image, while a sample is an element of the downsampled image. Thus the number of samples may vary across components while the number of pixels does not. (This terminology is not used rigorously throughout the code, but it is used in places where confusion would otherwise result.)

*** System features ***

The IJG distribution contains two parts:
* A subroutine library for JPEG compression and decompression.
* cjpeg/djpeg, two sample applications that use the library to transform JFIF JPEG files to and from several other image formats.

cjpeg/djpeg are of no great intellectual complexity: they merely add a simple command-line user interface and I/O routines for several uncompressed image formats. This document concentrates on the library itself.

We desire the library to be capable of supporting all JPEG baseline, extended sequential, and progressive DCT processes. Hierarchical processes are not supported.

The library does not support the lossless (spatial) JPEG process. Lossless JPEG shares little or no code with lossy JPEG, and would normally be used without the extensive pre- and post-processing provided by this library.

We feel that lossless JPEG is better handled by a separate library.

Within these limits, any set of compression parameters allowed by the JPEG spec should be readable for decompression. (We can be more restrictive about what formats we can generate.) Although the system design allows for all parameter values, some uncommon settings are not yet implemented and may never be; nonintegral sampling ratios are the prime example. Furthermore, we treat 8-bit vs. 12-bit data precision as a compile-time switch, not a
run-time option, because most machines can store 8-bit pixels much more compactly than 12-bit.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, libtiff uses this library to implement JPEG compression within the TIFF file format.)

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. This code can be omitted if not needed.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

*** Portability issues ***

Portability is an essential requirement for the library. The key portability issues that show up at the level of system architecture are:

1. Memory usage. We want the code to be able to run on PC-class machines with limited memory. Images should therefore be processed sequentially (in strips), to avoid holding the whole image in memory at once. Where a full-image buffer is necessary, we should be able to use either virtual memory or temporary files.

2. Near/far pointer distinction. To run efficiently on 80x86 machines, the code should distinguish "small" objects (kept in near data space) from "large" ones (kept in far data space). This is an annoying restriction, but fortunately it does not impact code quality for less brain-damaged machines, and the source code clutter turns out to be minimal with sufficient use of pointer typedefs.

3. Data precision. We assume that "char" is at least 8 bits, "short" and "int" at least 16, "long" at least 32. The code will work fine with larger data sizes, although memory may be used inefficiently in some cases. However, the JPEG compressed datastream must ultimately appear on external storage as a sequence of 8-bit bytes if it is to conform to the standard. This may pose a
problem on machines where char is wider than 8 bits. The library represents compressed data as an array of values of typedef JOCTET. If no data type exactly 8 bits wide is available, custom data source and data destination modules must be written to unpack and pack the chosen JOCTET datatype into 8-bit external representation.

*** System overview ***

The compressor and decompressor are each divided into two main sections: the JPEG compressor or decompressor proper, and the preprocessing or postprocessing functions. The interface between these two sections is the image data that the official JPEG spec regards as its input or output: this data is in the colorspace to be used for compression, and it is downsampled to the sampling factors to be used. The preprocessing and postprocessing steps are responsible for converting a normal image representation to or from this form. (Those few applications that want to deal with YCbCr downsampled data can skip the preprocessing or postprocessing step.)

Looking more closely, the compressor library contains the following main elements:

Preprocessing:
* Color space conversion (e.g., RGB to YCbCr).
* Edge expansion and downsampling. Optionally, this step can do simple smoothing --- this is often helpful for low-quality source data.

JPEG proper:
* MCU assembly, DCT, quantization.
* Entropy coding (sequential or progressive, Huffman or arithmetic).

In addition to these modules we need overall control, marker generation, and support code (memory management & error handling). There is also a module responsible for physically writing the output data --- typically this is just an interface to fwrite(), but some applications may need to do something else with the data.

The decompressor library contains the following main elements:

JPEG proper:
* Entropy decoding (sequential or progressive, Huffman or arithmetic).
* Dequantization, inverse DCT, MCU disassembly.

Postprocessing:
* Upsampling. Optionally, this step may be able to do more general rescaling of the image.
* Color space conversion (e.g., YCbCr to RGB). This step may also provide gamma adjustment [ currently it does not ].
* Optional color quantization (e.g., reduction to 256 colors).
* Optional color precision reduction (e.g., 24-bit to 15-bit color).
We also need overall control, marker parsing, and a data source module. The support code (memory management & error handling) can be shared with the compression half of the library.

There may be several implementations of each of these elements, particularly in the decompressor, where a wide range of speed/quality tradeoffs is very useful. It must be understood that some of the best speedups involve merging adjacent steps in the pipeline. For example, upsampling, color space conversion, and color quantization might all be done at once when using a low-quality ordered-dither technique. The system architecture is designed to allow such merging where appropriate.

Note: it is convenient to regard edge expansion (padding to block boundaries) as a preprocessing/postprocessing function, even though the JPEG spec includes it in compression/decompression. We do this because downsampling/upsampling can be simplified a little if they work on padded data: it's not necessary to have special cases at the right and bottom edges. Therefore the interface buffer is always an integral number of blocks wide and high, and we expect compression preprocessing to pad the source data properly. Padding will occur only to the next block (8-sample) boundary. In an interleaved-scan situation, additional dummy blocks may be used to fill out MCUs, but the MCU assembly and disassembly logic will create or discard these blocks internally. (This is advantageous for speed reasons, since we avoid DCTing the dummy blocks. It also permits a small reduction in file size, because the compressor can choose dummy block contents so as to minimize their size in compressed form. Finally, it makes the interface buffer specification independent of whether the file is actually interleaved or not.) Applications that wish to deal directly with the downsampled data must provide similar buffering and padding for odd-sized images.

*** Poor man's object-oriented programming ***

It should be clear by now that we have a lot of quasi-independent processing steps, many of which have several possible behaviors. To avoid cluttering the code with lots of switch statements, we use a simple form of object-style programming to separate out the different possibilities.

For example, two different color quantization algorithms could be implemented as two separate modules that present the same external interface; at runtime, the calling code will access the proper module indirectly through an "object".

We can get the limited features we need while staying within portable C. The basic tool is a function pointer. An "object" is just a struct containing one or more function pointer fields, each of which corresponds to
a method name in real object-oriented languages. During initialization we fill in the function pointers with references to whichever module we have determined we need to use in this run. Then invocation of the module is done by indirection through a function pointer; on most machines this is no more expensive than a switch statement, which would be the only other way of making the required run-time choice. The really significant benefit, of course, is keeping the source code clean and well structured.

We can also arrange to have private storage that varies between different implementations of the same kind of object. We do this by making all the module-specific object structs be separately allocated entities, which will be accessed via pointers in the master compression or decompression struct. The "public" fields or methods for a given kind of object are specified by a commonly known struct. But a module's initialization code can allocate a larger struct that contains the common struct as its first member, plus additional private fields. With appropriate pointer casting, the module's internal functions can access these private fields. (For a simple example, see jdatadst.c, which implements the external interface specified by struct jpeg_destination_mgr, but adds extra fields.)

(Of course this would all be a lot easier if we were using C++, but we are not yet prepared to assume that everyone has a C++ compiler.)

An important benefit of this scheme is that it is easy to provide multiple versions of any method, each tuned to a particular case. While a lot of precalculation might be done to select an optimal implementation of a method, the cost per invocation is constant. For example, the upsampling step might have a "generic" method, plus one or more "hardwired" methods for the most popular sampling factors; the hardwired methods would be faster because they'd use straight-line code instead of for-loops. The cost to determine which method to use is paid only once, at startup, and the selection criteria are hidden from the callers of the method.

This plan differs a little bit from usual object-oriented structures, in that only one instance of each object class will exist during execution. The reason for having the class structure is that on different runs we may create different instances (choose to execute different modules). You can think of the term "method" as denoting the common interface presented by a particular set of interchangeable functions, and "object" as denoting a group of related methods, or the total shared interface behavior of a group of modules.

*** Overall control structure ***

We previously mentioned the need for overall control logic in the compression and decompression libraries. In IJG implementations prior to v5, overall control was mostly provided by "pipeline control" modules, which proved to be large, unwieldy, and hard to understand. To improve the situation, the
control logic has been subdivided into multiple modules. The control modules consist of:

1. Master control for module selection and initialization. This has two responsibilities:

   1A. Startup initialization at the beginning of image processing.
       The individual processing modules to be used in this run are selected and given initialization calls.

   1B. Per-pass control. This determines how many passes will be performed and calls each active processing module to configure itself appropriately at the beginning of each pass. End-of-pass processing, where necessary, is also invoked from the master control module.

Method selection is partially distributed, in that a particular processing module may contain several possible implementations of a particular method, which it will select among when given its initialization call. The master control code need only be concerned with decisions that affect more than one module.

2. Data buffering control. A separate control module exists for each inter-processing-step data buffer. This module is responsible for invoking the processing steps that write or read that data buffer.

Each buffer controller sees the world as follows:

```
input data => processing step A => buffer => processing step B => output data
             |    |      |
            ---------- controller  ----------
```

The controller knows the dataflow requirements of steps A and B: how much data they want to accept in one chunk and how much they output in one chunk. Its function is to manage its buffer and call A and B at the proper times.

A data buffer control module may itself be viewed as a processing step by a higher-level control module; thus the control modules form a binary tree with elementary processing steps at the leaves of the tree.

The control modules are objects. A considerable amount of flexibility can be had by replacing implementations of a control module. For example:

* Merging of adjacent steps in the pipeline is done by replacing a control module and its pair of processing-step modules with a single processing-step module. (Hence the possible merges are determined by the tree of control modules.)

* In some processing modes, a given interstep buffer need only be a "strip" buffer large enough to accommodate the desired data chunk sizes. In other modes, a full-image buffer is needed and several passes are required.
The control module determines which kind of buffer is used and manipulates virtual array buffers as needed. One or both processing steps may be unaware of the multi-pass behavior.

In theory, we might be able to make all of the data buffer controllers interchangeable and provide just one set of implementations for all. In practice, each one contains considerable special-case processing for its particular job. The buffer controller concept should be regarded as an overall system structuring principle, not as a complete description of the task performed by any one controller.

*** Compression object structure ***

Here is a sketch of the logical structure of the JPEG compression library:

```
|-- Colorspace conversion
    |-- Preprocessing controller --]
    |          |-- Downsampling
Main controller --]          |-- Forward DCT, quantize
    |          |-- Coefficient controller --]
    |          |-- Entropy encoding
```

This sketch also describes the flow of control (subroutine calls) during typical image data processing. Each of the components shown in the diagram is an "object" which may have several different implementations available. One or more source code files contain the actual implementation(s) of each object.

The objects shown above are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the preprocessed input data. This controller invokes preprocessing to fill the subsampled-data buffer, and JPEG compression to empty it. There is usually no need for a full-image buffer here; a strip buffer is adequate.

* Preprocessing controller: buffer controller for the downsampling input data buffer, which lies between colorspace conversion and downsampling. Note that a unified conversion/downsampling module would probably replace this controller entirely.

* Colorspace conversion: converts application image data into the desired JPEG color space; also changes the data from pixel-interleaved layout to separate component planes. Processes one pixel row at a time.

* Downsampling: performs reduction of chroma components as required. Optionally may perform pixel-level smoothing as well. Processes a "row group" at a time, where a row group is defined as Vmax pixel rows of each
component before downsampling, and Vk sample rows afterwards (remember Vk differs across components). Some downsampling or smoothing algorithms may require context rows above and below the current row group; the preprocessing controller is responsible for supplying these rows via proper buffering. The downsampler is responsible for edge expansion at the right edge (i.e., extending each sample row to a multiple of 8 samples); but the preprocessing controller is responsible for vertical edge expansion (i.e., duplicating the bottom sample row as needed to make a multiple of 8 rows).

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU assembly, including insertion of dummy DCT blocks when needed at the right or bottom edge. When performing Huffman-code optimization or emitting a multiscan JPEG file, this controller is responsible for buffering the full image. The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the JPEG file is noninterleaved.

* Forward DCT and quantization: Perform DCT, quantize, and emit coefficients. Works on one or more DCT blocks at a time. (Note: the coefficients are now emitted in normal array order, which the entropy encoder is expected to convert to zigzag order as necessary. Prior versions of the IJG code did the conversion to zigzag order within the quantization step.)

* Entropy encoding: Perform Huffman or arithmetic entropy coding and emit the coded data to the data destination module. Works on one MCU per call. For progressive JPEG, the same DCT blocks are fed to the entropy coder during each pass, and the coder must emit the appropriate subset of coefficients.

In addition to the above objects, the compression library includes these objects:

* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules.

* Marker writing: generates JPEG markers (except for RSTn, which is emitted by the entropy encoder when needed).

* Data destination manager: writes the output JPEG datastream to its final destination (e.g., a file). The destination manager supplied with the library knows how to write to a stdio stream or to a memory buffer; for other behaviors, the surrounding application may provide its own destination manager.

* Memory manager: allocates and releases memory, controls virtual arrays (with backing store management, where required).

* Error handler: performs formatting and output of error and trace messages;
determines handling of nonfatal errors. The surrounding application may override some or all of this object's methods to change error handling.

* Progress monitor: supports output of "percent-done" progress reports. This object represents an optional callback to the surrounding application: if wanted, it must be supplied by the application.

The error handler, destination manager, and progress monitor objects are defined as separate objects in order to simplify application-specific customization of the JPEG library. A surrounding application may override individual methods or supply its own all-new implementation of one of these objects. The object interfaces for these objects are therefore treated as part of the application interface of the library, whereas the other objects are internal to the library.

The error handler and memory manager are shared by JPEG compression and decompression; the progress monitor, if used, may be shared as well.

*** Decompression object structure ***

Here is a sketch of the logical structure of the JPEG decompression library:

```
|-- Entropy decoding
 |   |-- Coefficient controller --|
 |       |-- Dequantize, Inverse DCT
 Main controller --|
 |   |-- Upsampling
 |   |-- Postprocessing controller --|-- Colorspace conversion
 |             |-- Color quantization
 |             |-- Color precision reduction
```

As before, this diagram also represents typical control flow. The objects shown are:

* Main controller: buffer controller for the subsampled-data buffer, which holds the output of JPEG decompression proper. This controller's primary task is to feed the postprocessing procedure. Some upsampling algorithms may require context rows above and below the current row group; when this is true, the main controller is responsible for managing its buffer so as to make context rows available. In the current design, the main buffer is always a strip buffer; a full-image buffer is never required.

* Coefficient controller: buffer controller for the DCT-coefficient data. This controller handles MCU disassembly, including deletion of any dummy DCT blocks at the right or bottom edge. When reading a multiscan JPEG file, this controller is responsible for buffering the full image. (Buffering DCT coefficients, rather than samples, is necessary to support
progressive JPEG.) The equivalent of one fully interleaved MCU row of subsampled data is processed per call, even when the source JPEG file is noninterleaved.

* Entropy decoding: Read coded data from the data source module and perform Huffman or arithmetic entropy decoding. Works on one MCU per call. For progressive JPEG decoding, the coefficient controller supplies the prior coefficients of each MCU (initially all zeroes), which the entropy decoder modifies in each scan.

* Dequantization and inverse DCT: like it says. Note that the coefficients buffered by the coefficient controller have NOT been dequantized; we merge dequantization and inverse DCT into a single step for speed reasons. When scaled-down output is asked for, simplified DCT algorithms may be used that emit fewer samples per DCT block, not the full 8x8. Works on one DCT block at a time.

* Postprocessing controller: buffer controller for the color quantization input buffer, when quantization is in use. (Without quantization, this controller just calls the upsampler.) For two-pass quantization, this controller is responsible for buffering the full-image data.

* Upsampling: restores chroma components to full size. (May support more general output rescaling, too. Note that if undersized DCT outputs have been emitted by the DCT module, this module must adjust so that properly sized outputs are created.) Works on one row group at a time. This module also calls the color conversion module, so its top level is effectively a buffer controller for the upsampling->color conversion buffer. However, in all but the highest-quality operating modes, upsampling and color conversion are likely to be merged into a single step.

* Colorspace conversion: convert from JPEG color space to output color space, and change data layout from separate component planes to pixel-interleaved. Works on one pixel row at a time.

* Color quantization: reduce the data to colormapped form, using either an externally specified colormap or an internally generated one. This module is not used for full-color output. Works on one pixel row at a time; may require two passes to generate a color map. Note that the output will always be a single component representing colormap indexes. In the current design, the output values are JSAMPLEs, so an 8-bit compilation cannot quantize to more than 256 colors. This is unlikely to be a problem in practice.

* Color reduction: this module handles color precision reduction, e.g., generating 15-bit color (5 bits/primary) from JPEG's 24-bit output. Not quite clear yet how this should be handled... should we merge it with colorspace conversion???
Note that some high-speed operating modes might condense the entire postprocessing sequence to a single module (upsample, color convert, and quantize in one step).

In addition to the above objects, the decompression library includes these objects:

* Master control: determines the number of passes required, controls overall and per-pass initialization of the other modules. This is subdivided into input and output control: jdinput.c controls only input-side processing, while jdmaster.c handles overall initialization and output-side control.

* Marker reading: decodes JPEG markers (except for RSTn).

* Data source manager: supplies the input JPEG datastream. The source manager supplied with the library knows how to read from a stdio stream or from a memory buffer; for other behaviors, the surrounding application may provide its own source manager.

* Memory manager: same as for compression library.

* Error handler: same as for compression library.

* Progress monitor: same as for compression library.

As with compression, the data source manager, error handler, and progress monitor are candidates for replacement by a surrounding application.

*** Decompression input and output separation ***

To support efficient incremental display of progressive JPEG files, the decompressor is divided into two sections that can run independently:

1. Data input includes marker parsing, entropy decoding, and input into the coefficient controller’s DCT coefficient buffer. Note that this processing is relatively cheap and fast.

2. Data output reads from the DCT coefficient buffer and performs the IDCT and all postprocessing steps.

For a progressive JPEG file, the data input processing is allowed to get arbitrarily far ahead of the data output processing. (This occurs only if the application calls jpeg_consume_input(); otherwise input and output run in lockstep, since the input section is called only when the output section needs more data.) In this way the application can avoid making extra display passes when data is arriving faster than the display pass
can run. Furthermore, it is possible to abort an output pass without losing anything, since the coefficient buffer is read-only as far as the output section is concerned. See libjpeg.txt for more detail.

A full-image coefficient array is only created if the JPEG file has multiple scans (or if the application specifies buffered-image mode anyway). When reading a single-scan file, the coefficient controller normally creates only a one-MCU buffer, so input and output processing must run in lockstep in this case. jpeg_consume_input() is effectively a no-op in this situation.

The main impact of dividing the decompressor in this fashion is that we must be very careful with shared variables in the cinfo data structure. Each variable that can change during the course of decompression must be classified as belonging to data input or data output, and each section must look only at its own variables. For example, the data output section may not depend on any of the variables that describe the current scan in the JPEG file, because these may change as the data input section advances into a new scan.

The progress monitor is (somewhat arbitrarily) defined to treat input of the file as one pass when buffered-image mode is not used, and to ignore data input work completely when buffered-image mode is used. Note that the library has no reliable way to predict the number of passes when dealing with a progressive JPEG file, nor can it predict the number of output passes in buffered-image mode. So the work estimate is inherently bogus anyway.

No comparable division is currently made in the compression library, because there isn't any real need for it.

*** Data formats ***

Arrays of pixel sample values use the following data structure:

typedef something JSAMPLE; a pixel component value, 0..MAXJSAMPLE
typedef JSAMPLE *JSAMPROW; ptr to a row of samples
typedef JSAMPROW *JSAMPARRAY; ptr to a list of rows
typedef JSAMPARRAY *JSAMPIMAGE; ptr to a list of color-component arrays

The basic element type JSAMPLE will typically be one of unsigned char, (signed) char, or short. Short will be used if samples wider than 8 bits are to be supported (this is a compile-time option). Otherwise, unsigned char is used if possible. If the compiler only supports signed chars, then it is necessary to mask off the value when reading. Thus, all reads of JSAMPLE values must be coded as "GETJSAMPLE(value)", where the macro will be defined as "((value) & 0xFF)" on signed-char machines and "((int) (value))" elsewhere.

With these conventions, JSAMPLE values can be assumed to be >= 0. This helps
simplify correct rounding during downsampling, etc. The JPEG standard's specification that sample values run from -128..127 is accommodated by subtracting 128 from the sample value in the DCT step. Similarly, during decompression the output of the IDCT step will be immediately shifted back to 0..255. (NB: different values are required when 12-bit samples are in use. The code is written in terms of MAXJSAMPLE and CENTERJSAMPLE, which will be defined as 255 and 128 respectively in an 8-bit implementation, and as 4095 and 2048 in a 12-bit implementation.)

We use a pointer per row, rather than a two-dimensional JSAMPLE array. This choice costs only a small amount of memory and has several benefits:
* Code using the data structure doesn't need to know the allocated width of the rows. This simplifies edge expansion/compression, since we can work in an array that's wider than the logical picture width.
* Indexing doesn't require multiplication; this is a performance win on many machines.
* Arrays with more than 64K total elements can be supported even on machines where malloc() cannot allocate chunks larger than 64K.
* The rows forming a component array may be allocated at different times without extra copying. This trick allows some speedups in smoothing steps that need access to the previous and next rows.

Note that each color component is stored in a separate array; we don't use the traditional layout in which the components of a pixel are stored together. This simplifies coding of modules that work on each component independently, because they don't need to know how many components there are. Furthermore, we can read or write each component to a temporary file independently, which is helpful when dealing with noninterleaved JPEG files.

In general, a specific sample value is accessed by code such as
GETJSAMPLE(image[colorcomponent][row][col])
where col is measured from the image left edge, but row is measured from the first sample row currently in memory. Either of the first two indexings can be precomputed by copying the relevant pointer.

Since most image-processing applications prefer to work on images in which the components of a pixel are stored together, the data passed to or from the surrounding application uses the traditional convention: a single pixel is represented by N consecutive JSAMPLE values, and an image row is an array of (# of color components)*image width) JSAMPLEs. One or more rows of data can be represented by a pointer of type JSAMPARRAY in this scheme. This scheme is converted to component-wise storage inside the JPEG library. (Applications that want to skip JPEG preprocessing or postprocessing will have to contend with component-wise storage.)

Arrays of DCT-coefficient values use the following data structure:
typedef short JCOEF; a 16-bit signed integer
typedef JCOEF JBLOCK[DCTSIZE2]; an 8x8 block of coefficients
typedef JBLOCK *JBLOCKROW; ptr to one horizontal row of 8x8 blocks
typedef JBLOCKROW *JBLOCKARRAY; ptr to a list of such rows
typedef JBLOCKARRAY *JBLOCKIMAGE; ptr to a list of color component arrays

The underlying type is at least a 16-bit signed integer; while "short" is big
enough on all machines of interest, on some machines it is preferable to use
"int" for speed reasons, despite the storage cost. Coefficients are grouped
into 8x8 blocks (but we always use #defines DCTSIZE and DCTSIZE2 rather than
"8" and "64").

The contents of a coefficient block may be in either "natural" or zigzagged
order, and may be true values or divided by the quantization coefficients,
depending on where the block is in the processing pipeline. In the current
library, coefficient blocks are kept in natural order everywhere; the entropy
codes zigzag or dezigzag the data as it is written or read. The blocks
contain quantized coefficients everywhere outside the DCT/IDCT subsystems.
(This latter decision may need to be revisited to support variable
quantization a la JPEG Part 3.)

Notice that the allocation unit is now a row of 8x8 blocks, corresponding to
eight rows of samples. Otherwise the structure is much the same as for
samples, and for the same reasons.

On machines where malloc() can't handle a request bigger than 64Kb, this data
structure limits us to rows of less than 512 JBLOCKs, or a picture width of
4000+ pixels. This seems an acceptable restriction.

On 80x86 machines, the bottom-level pointer types (JSAMPROW and JBLOCKROW)
must be declared as "far" pointers, but the upper levels can be "near"
(implying that the pointer lists are allocated in the DS segment).
We use a #define symbol FAR, which expands to the "far" keyword when
compiling on 80x86 machines and to nothing elsewhere.

*** Suspendable processing ***

In some applications it is desirable to use the JPEG library as an
incremental, memory-to-memory filter. In this situation the data source or
destination may be a limited-size buffer, and we can't rely on being able to
empty or refill the buffer at arbitrary times. Instead the application would
like to have control return from the library at buffer overflow/underrun, and
then resume compression or decompression at a later time.

This scenario is supported for simple cases. (For anything more complex, we
recommend that the application "bite the bullet" and develop real multitasking capability.) The libjpeg.txt file goes into more detail about the usage and limitations of this capability; here we address the implications for library structure.

The essence of the problem is that the entropy codec (coder or decoder) must be prepared to stop at arbitrary times. In turn, the controllers that call the entropy codec must be able to stop before having produced or consumed all the data that they normally would handle in one call. That part is reasonably straightforward: we make the controller call interfaces include "progress counters" which indicate the number of data chunks successfully processed, and we require callers to test the counter rather than just assume all of the data was processed.

Rather than trying to restart at an arbitrary point, the current Huffman codecs are designed to restart at the beginning of the current MCU after a suspension due to buffer overflow/underrun. At the start of each call, the codec's internal state is loaded from permanent storage (in the JPEG object structures) into local variables. On successful completion of the MCU, the permanent state is updated. (This copying is not very expensive, and may even lead to *improved* performance if the local variables can be registerized.) If a suspension occurs, the codec simply returns without updating the state, thus effectively reverting to the start of the MCU. Note that this implies leaving some data unprocessed in the source/destination buffer (ie, the compressed partial MCU). The data source/destination module interfaces are specified so as to make this possible. This also implies that the data buffer must be large enough to hold a worst-case compressed MCU; a couple thousand bytes should be enough.

In a successive-approximation AC refinement scan, the progressive Huffman decoder has to be able to undo assignments of newly nonzero coefficients if it suspends before the MCU is complete, since decoding requires distinguishing previously-zero and previously-nonzero coefficients. This is a bit tedious but probably won't have much effect on performance. Other variants of Huffman decoding need not worry about this, since they will just store the same values again if forced to repeat the MCU.

This approach would probably not work for an arithmetic codec, since its modifiable state is quite large and couldn't be copied cheaply. Instead it would have to suspend and resume exactly at the point of the buffer end.

The JPEG marker reader is designed to cope with suspension at an arbitrary point. It does so by backing up to the start of the marker parameter segment, so the data buffer must be big enough to hold the largest marker of interest. Again, a couple KB should be adequate. (A special "skip" convention is used to bypass COM and APPn markers, so these can be larger than the buffer size without causing problems; otherwise a 64K buffer would be needed in the worst case.)
The JPEG marker writer currently does *not* cope with suspension. We feel that this is not necessary; it is much easier simply to require the application to ensure there is enough buffer space before starting. (An empty 2K buffer is more than sufficient for the header markers; and ensuring there are a dozen or two bytes available before calling jpeg_finish_compress() will suffice for the trailer.) This would not work for writing multi-scan JPEG files, but we simply do not intend to support that capability with suspension.

*** Memory manager services ***

The JPEG library’s memory manager controls allocation and deallocation of memory, and it manages large “virtual” data arrays on machines where the operating system does not provide virtual memory. Note that the same memory manager serves both compression and decompression operations.

In all cases, allocated objects are tied to a particular compression or decompression master record, and they will be released when that master record is destroyed.

The memory manager does not provide explicit deallocation of objects. Instead, objects are created in "pools" of free storage, and a whole pool can be freed at once. This approach helps prevent storage-leak bugs, and it speeds up operations whenever malloc/free are slow (as they often are). The pools can be regarded as lifetime identifiers for objects. Two pools/lifetimes are defined:

* JPOOL_PERMANENT lasts until master record is destroyed
* JPOOL_IMAGE lasts until done with image (JPEG datastream)

Permanent lifetime is used for parameters and tables that should be carried across from one datastream to another; this includes all application-visible parameters. Image lifetime is used for everything else. (A third lifetime, JPOOL_PASS = one processing pass, was originally planned. However it was dropped as not being worthwhile. The actual usage patterns are such that the peak memory usage would be about the same anyway; and having per-pass storage substantially complicates the virtual memory allocation rules --- see below.)

The memory manager deals with three kinds of object:
1. "Small" objects. Typically these require no more than 10K-20K total.
2. "Large" objects. These may require tens to hundreds of K depending on image size. Semantically they behave the same as small objects, but we distinguish them for two reasons:

* On MS-DOS machines, large objects are referenced by FAR pointers, small objects by NEAR pointers.
* Pool allocation heuristics may differ for large and small objects.

Note that individual "large" objects cannot exceed the size allowed by type size_t, which may be 64K or less on some machines.
3. "Virtual" objects. These are large 2-D arrays of JSAMPLEs or JBLOCKs (typically large enough for the entire image being processed). The memory manager provides stripwise access to these arrays. On machines without virtual memory, the rest of the array may be swapped out to a temporary file.

(Note: JSAMPARRAY and JBLOCKARRAY data structures are a combination of large objects for the data proper and small objects for the row pointers. For convenience and speed, the memory manager provides single routines to create these structures. Similarly, virtual arrays include a small control block and a JSAMPARRAY or JBLOCKARRAY working buffer, all created with one call.)

In the present implementation, virtual arrays are only permitted to have image lifespan. (Permanent lifespan would not be reasonable, and pass lifespan is not very useful since a virtual array's raison d'être is to store data for multiple passes through the image.) We also expect that only "small" objects will be given permanent lifespan, though this restriction is not required by the memory manager.

In a non-virtual-memory machine, some performance benefit can be gained by making the in-memory buffers for virtual arrays be as large as possible. (For small images, the buffers might fit entirely in memory, so blind swapping would be very wasteful.) The memory manager will adjust the height of the buffers to fit within a prespecified maximum memory usage. In order to do this in a reasonably optimal fashion, the manager needs to allocate all of the virtual arrays at once. Therefore, there isn't a one-step allocation routine for virtual arrays; instead, there is a "request" routine that simply allocates the control block, and a "realize" routine (called just once) that determines space allocation and creates all of the actual buffers. The realize routine must allow for space occupied by non-virtual large objects. (We don't bother to factor in the space needed for small objects, on the grounds that it isn't worth the trouble.)

To support all this, we establish the following protocol for doing business with the memory manager:
1. Modules must request virtual arrays (which may have only image lifespan) during the initial setup phase, i.e., in their jinit_xxx routines.
2. All "large" objects (including JSAMPARRAYs and JBLOCKARRAYs) must also be allocated during initial setup.
3. realize_virt_arrays will be called at the completion of initial setup.

The above conventions ensure that sufficient information is available for it to choose a good size for virtual array buffers.

Small objects of any lifespan may be allocated at any time. We expect that the total space used for small objects will be small enough to be negligible in the realize_virt_arrays computation.

In a virtual-memory machine, we simply pretend that the available space is infinite, thus causing realize_virt_arrays to decide that it can allocate all
the virtual arrays as full-size in-memory buffers. The overhead of the virtual-array access protocol is very small when no swapping occurs.

A virtual array can be specified to be "pre-zeroed"; when this flag is set, never-yet-written sections of the array are set to zero before being made available to the caller. If this flag is not set, never-written sections of the array contain garbage. (This feature exists primarily because the equivalent logic would otherwise be needed in jdcoefct.c for progressive JPEG mode; we may as well make it available for possible other uses.)

The first write pass on a virtual array is required to occur in top-to-bottom order; read passes, as well as any write passes after the first one, may access the array in any order. This restriction exists partly to simplify the virtual array control logic, and partly because some file systems may not support seeking beyond the current end-of-file in a temporary file. The main implication of this restriction is that rearrangement of rows (such as converting top-to-bottom data order to bottom-to-top) must be handled while reading data out of the virtual array, not while putting it in.

*** Memory manager internal structure ***

To isolate system dependencies as much as possible, we have broken the memory manager into two parts. There is a reasonably system-independent "front end" (jmemmgr.c) and a "back end" that contains only the code likely to change across systems. All of the memory management methods outlined above are implemented by the front end. The back end provides the following routines for use by the front end (none of these routines are known to the rest of the JPEG code):

jpeg_mem_init, jpeg_mem_term system-dependent initialization/shutdown

jpeg_get_small, jpeg_free_small interface to malloc and free library routines (or their equivalents)

jpeg_get_large, jpeg_free_large interface to FAR malloc/free in MSDOS machines; else usually the same as jpeg_get_small/jpeg_free_small

jpeg_mem_available estimate available memory

jpeg_openBacking_store create a backing-store object

readBacking_store, manipulate a backing-store object
writeBacking_store,
closeBacking_store

On some systems there will be more than one type of backing-store object
(specifically, in MS-DOS a backing store file might be an area of extended memory as well as a disk file). jpeg_open_backing_store is responsible for choosing how to implement a given object. The read/write/close routines are method pointers in the structure that describes a given object; this lets them be different for different object types.

It may be necessary to ensure that backing store objects are explicitly released upon abnormal program termination. For example, MS-DOS won't free extended memory by itself. To support this, we will expect the main program or surrounding application to arrange to call self_destruct (typically via jpeg_destroy) upon abnormal termination. This may require a SIGINT signal handler or equivalent. We don't want to have the back end module install its own signal handler, because that would pre-empt the surrounding application's ability to control signal handling.

The IJG distribution includes several memory manager back end implementations. Usually the same back end should be suitable for all applications on a given system, but it is possible for an application to supply its own back end at need.

*** Implications of DNL marker ***

Some JPEG files may use a DNL marker to postpone definition of the image height (this would be useful for a fax-like scanner's output, for instance). In these files the SOF marker claims the image height is 0, and you only find out the true image height at the end of the first scan.

We could read these files as follows:
1. Upon seeing zero image height, replace it by 65535 (the maximum allowed).
2. When the DNL is found, update the image height in the global image descriptor.
This implies that control modules must avoid making copies of the image height, and must re-test for termination after each MCU row. This would be easy enough to do.

In cases where image-size data structures are allocated, this approach will result in very inefficient use of virtual memory or much-larger-than-necessary temporary files. This seems acceptable for something that probably won't be a mainstream usage. People might have to forgo use of memory-hogging options (such as two-pass color quantization or noninterleaved JPEG files) if they want efficient conversion of such files. (One could improve efficiency by demanding a user-supplied upper bound for the height, less than 65536; in most cases it could be much less.)

The standard also permits the SOF marker to overestimate the image height, with a DNL to give the true, smaller height at the end of the first scan. This would solve the space problems if the overestimate wasn't too great.
However, it implies that you don't even know whether DNL will be used.

This leads to a couple of very serious objections:
1. Testing for a DNL marker must occur in the inner loop of the decompressor's Huffman decoder; this implies a speed penalty whether the feature is used or not.
2. There is no way to hide the last-minute change in image height from an application using the decoder. Thus *every* application using the IJG library would suffer a complexity penalty whether it cared about DNL or not.

We currently do not support DNL because of these problems.

A different approach is to insist that DNL-using files be preprocessed by a separate program that reads ahead to the DNL, then goes back and fixes the SOF marker. This is a much simpler solution and is probably far more efficient. Even if one wants piped input, buffering the first scan of the JPEG file needs a lot smaller temp file than is implied by the maximum-height method. For this approach we'd simply treat DNL as a no-op in the decompressor (at most, check that it matches the SOF image height).

We will not worry about making the compressor capable of outputting DNL. Something similar to the first scheme above could be applied if anyone ever wants to make that work.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/structure.txt
No license file was found, but licenses were detected in source scan.

/*
 * jcparam.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1998, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2009-2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains optional default-setting code for the JPEG compressor.
 * Applications do not have to use this file, but those that don't use it
 * must know a lot more about the innards of the JPEG code.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcparam.c
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/*
 * jquant1.c
 *
 * This file was part of the Independent JPEG Group's software:
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 * Modifications:
 * Copyright (C) 2009, D. R. Commander
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains 1-pass color quantization (color mapping) routines.
 * These routines provide mapping to a fixed color map using equally spaced
 * color values. Optional Floyd-Steinberg or ordered dithering is available.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jquant1.c
No license file was found, but licenses were detected in source scan.

/*
 * wrjpgcom.c
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a very simple stand-alone application that inserts
 * user-supplied text as a COM (comment) marker in a JFIF file.
 * This may be useful as an example of the minimum logic needed to parse
 * JPEG markers.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrjpgcom.c
No license file was found, but licenses were detected in source scan.

/*
 * jcinit.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains initialization logic for the JPEG compressor.
 * This routine is in charge of selecting the modules to be executed and
* making an initialization call to each one.

* Logically, this code belongs in jcmaster.c. It's split out because
* linking this routine implies linking the entire compression library.
* For a transcoding-only application, we want to be able to use jcmaster.c
* without linking in the whole library.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcinit.c
No license file was found, but licenses were detected in source scan.

/ *
* cdjpeg.c
*
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains common support routines used by the IJG application
* programs (cjpeg, djpeg, jpegtran).
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/cdjpeg.c
No license file was found, but licenses were detected in source scan.

/ *
* jfdctflt.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains a floating-point implementation of the
* forward DCT (Discrete Cosine Transform).
*
* This implementation should be more accurate than either of the integer
* DCT implementations. However, it may not give the same results on all
* machines because of differences in roundoff behavior. Speed will depend
* on the hardware's floating point capacity.
*
* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
* on each column. Direct algorithms are also available, but they are
* much more complex and seem not to be any faster when reduced to code.
*
* This implementation is based on Arai, Agui, and Nakajima's algorithm for
  * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
  * Japanese, but the algorithm is described in the Pennebaker & Mitchell
  * JPEG textbook (see REFERENCES section in file README). The following code
  * is based directly on figure 4-8 in P&M.
  * While an 8-point DCT cannot be done in less than 11 multiplies, it is
  * possible to arrange the computation so that many of the multiplies are
  * simple scalings of the final outputs. These multiplies can then be
  * folded into the multiplications or divisions by the JPEG quantization
  * table entries. The AA&N method leaves only 5 multiplies and 29 adds
  * to be done in the DCT itself.
  * The primary disadvantage of this method is that with a fixed-point
  * implementation, accuracy is lost due to imprecise representation of the
  * scaled quantization values. However, that problem does not arise if
  * we use floating point arithmetic.

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jfdctflt.c
No license file was found, but licenses were detected in source scan.

/ *
* jdmaster.c
*

* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1997, Thomas G. Lane.
* Modified 2002-2009 by Guido Vollbeding.
* Modifications:
* Copyright (C) 2009-2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains master control logic for the JPEG decompressor.
* These routines are concerned with selecting the modules to be executed
* and with determining the number of passes and the work to be done in each
* pass.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmaster.c
No license file was found, but licenses were detected in source scan.

/ *
* jquant2.c
*

* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2009, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains 2-pass color quantization (color mapping) routines.
* These routines provide selection of a custom color map for an image,
* followed by mapping of the image to that color map, with optional
* Floyd-Steinberg dithering.
* It is also possible to use just the second pass to map to an arbitrary
* externally-given color map.
*
* Note: ordered dithering is not supported, since there isn't any fast
* way to compute intercolor distances; it's unclear that ordered dither's
* fundamental assumptions even hold with an irregularly spaced color map.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jquant2.c

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/*
 * jdhuff.c
 *
 * This file was part of the Independent JPEG Group's software:
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 * Modifications:
 * Copyright (C) 2009-2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains Huffman entropy decoding routines.
 *
 * Much of the complexity here has to do with supporting input suspension.
 * If the data source module demands suspension, we want to be able to back
 * up to the start of the current MCU. To do this, we copy state variables
 * into local working storage, and update them back to the permanent
 * storage only upon successful completion of an MCU.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdhuff.c

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System-dependent configurations

ifdef WIN32; 
* Microsoft Visual C++
* MinGW (Minimalist GNU for Windows)
* CygWin
* LCC-Win32

; -- segment definition --

ifdef __YASM_VER__
define SEG_TEXT .text align=16
define SEG_CONST .rdata align=16
else
define SEG_TEXT .text align=16 public use32 class=CODE
define SEG_CONST .rdata align=16 public use32 class=CONST
endif

elfdef WIN64; 
* Microsoft Visual C++

; -- segment definition --

ifdef __YASM_VER__
define SEG_TEXT .text align=16
define SEG_CONST .rdata align=16
else
define SEG_TEXT .text align=16 public use64 class=CODE
endif
%define SEG_CONST .rdata align=16 public use64 class=CONST
%endif
%define EXTN(name) name; foo() -> foo

%elifdef OBJ32; ----(nasm -fobj -DOB32 ...)----------
; * Borland C++ (Win32)

; -- segment definition --

%define SEG_TEXT .text align=16 public use32 class=CODE
%define SEG_CONST .data align=16 public use32 class=DATA

%elifdef ELF; ----(nasm -felf[64] -DELF ...)----------
; * Linux
; * *BSD family Unix using elf format
; * Unix System V, including Solaris x86, UnixWare and SCO Unix

; mark stack as non-executable
section .note.GNU-stack noalloc noexec nowrite progbits

; -- segment definition --

; %ifdef __x86_64__
%define SEG_TEXT .text progbits align=16
%define SEG_CONST .rodata progbits align=16
%else
%define SEG_TEXT .text progbits alloc exec nowrite align=16
%define SEG_CONST .rodata progbits alloc noexec nowrite align=16
%endif

; To make the code position-independent, append -DPIC to the commandline

%define GOT_SYMBOL _GLOBAL_OFFSET_TABLE_; ELF supports PIC
%define EXTN(name) name; foo() -> foo

%elifdef AOUT; ----(nasm -faouth/aout -DAOUT ...)----
; * Older Linux using a.out format (nasm -f aout -DAOUT ...)
; * *BSD family Unix using a.out format (nasm -f aoutb -DAOUT ...)

; -- segment definition --

; %define SEG_TEXT .text
%define SEG_CONST .data

; To make the code position-independent, append -DPIC to the commandline

%define GOT_SYMBOL __GLOBAL_OFFSET_TABLE__; BSD-style a.out supports PIC
%elifdef MACHO; ----(nasm -fmacho -DMACHO ...)--------

; * NeXTstep/OpenStep/Rhapsody/Darwin/MacOS X (Mach-O format)

; -- segment definition --
;
%define SEG_TEXT .text ;align=16; nasm doesn't accept align=16. why?
%define SEG_CONST .rodata align=16

; The generation of position-independent code (PIC) is the default on Darwin.
;
%define PIC
%define GOT_SYMBOL _MACHO_PIC_; Mach-O style code-relative addressing

%else; ----(Other case)----------------------

; -- segment definition --
;
%define SEG_TEXT .text
%define SEG_CONST .data

%endif; --------------------------------------------------------
; NASM is buggy and doesn't properly handle operand sizes for SSE
; instructions, so for now we have to define XMMWORD as blank.
%define XMMWORD ; int128 (SSE register)
%define SIZEOF_XMMWORD SIZEOF_OWORD ; sizeof(XMMWORD)
%define XMMWORD_BIT OWORD_BIT ; sizeof(XMMWORD)*BYTE_BIT

; Similar hacks for when we load a dword or MMWORD into an xmm# register
%define XMM_DWORD
%define XMM_MMWORD

%define SIZEOF_BYTE 1 ; sizeof(BYTE)
%define SIZEOF_WORD 2 ; sizeof(WORD)
%define SIZEOF_DWORD 4 ; sizeof(DWORD)
%define SIZEOF_QWORD 8 ; sizeof(QWORD)
%define SIZEOF_OWORD 16 ; sizeof(OWORD)

%define BYTE_BIT 8 ; CHAR_BIT in C
%define WORD_BIT 16 ; sizeof(WORD)*BYTE_BIT
%define DWORD_BIT 32 ; sizeof(DWORD)*BYTE_BIT
%define QWORD_BIT 64 ; sizeof(QWORD)*BYTE_BIT
%define OWORD_BIT 128 ; sizeof(OWORD)*BYTE_BIT

; --------------------------------------------------------------------------
; External Symbol Name
;
%ifndef EXTN
%define EXTN(name) _ %+ name		; foo() -> _foo
%endif

; --------------------------------------------------------------------------
; Macros for position-independent code (PIC) support
;
%ifndef GOT_SYMBOL
%undef PIC
%endif

%ifdef PIC ; --------------------------------------------------------------------------

%ifndef GOT_SYMBOL,_MACHO_PIC_

; At present, nasm doesn't seem to support PIC generation for Mach-O.
; The PIC support code below is a little tricky.

SECTIONSEG_CONST
cost_base:

%define GOTOFF(got,sym) (got) + (sym) - cost_base
%imacro get_GOTI
; NOTE: this macro destroys ecx register.
call%%geteip
addecx, byte (%%ref - $)
jmpshort %%adjust
%%geteip:
movecx, POINTER [esp]
ret
%%adjust:
pushebp
xorebp,ebp: ebp = 0
%ifidni %1,ebx: (%1 == ebx)
; db 0x8D,0x9C + jmp near const_base =
: lea ebx, [ecx+ebp*8+(const_base-%%ref)] ; 8D,9C,E9,(offset32)
db0x8D,0x9C, 8D,9C
jmpnear const_base; E9,(const_base-%%ref)
%%%ref:
%else ; (%1 != ebx)
; db 0x8D,0x8C + jmp near const_base =
: lea ecx, [ecx+ebp*8+(const_base-%%ref)] ; 8D,8C,E9,(offset32)
db0x8D,0x8C, 8D,8C
jmpnear const_base; E9,(const_base-%%ref)
%%%ref:mov%1, ecx
%endif ; (%1 == ebx)
popebp
%endmacro

%else; GOT_SYMBOL != _MACHO_PIC_ ----------------
%define GOTOFF(got,sym) (got) + (sym) wrt ..gotoff
%imacro get_GOTI
externGOT_SYMBOL
call%%geteip
add%1, GOT_SYMBOL + $ - $ wrt ..gotpc
jmpshort %%done
%%geteip:
mov%1, POINTER [esp]
ret
%%%done:
%endmacro

%endif; GOT_SYMBOL == _MACHO_PIC_ ---------------

%imacro pushpic1.nolist
push%1
%endmacro

Open Source Used In DCNM 12 12.0(2) 8557
%imacro poppic1.nolist
pop%1
%endmacro
%imacro movpic2.nolist
mov%1,%2
%endmacro

%else; !PIC -----------------------------------------

%define GOTOFF(got,sym) (sym)

%imacro get_GOT	1.nolist
%endmacro

%imacro pushpic	1.nolist
%endmacro

%imacro poppic	1.nolist
%endmacro

%imacro movpic	2.nolist
%endmacro

%endif; PIC -----------------------------------------

; Align the next instruction on {2,4,8,16...}-byte boundary.
; ".balign n,,m" in GNU as

%define MSKLE(x,y)  (~(((y) & 0xFFFF) - ((x) & 0xFFFF)) >> 16)
%define FILLB(b,n)  (($$-(b)) & ((n)-1))

%imacro alignx 1-2.nolist 0xFFFF
%%bs:	times MSKLE(FILLB(%%bs,%1),%2) & MSKLE(16,FILLB($,%1)) & FILLB($,%1) 

db 0x90                               ; nop
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/9 

db 0x8D,0x9C,0x23,0x00,0x00,0x00,0x00 ; lea ebx,[ebx+0x00000000]
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/7 

db 0x8D,0xAC,0x25,0x00,0x00,0x00,0x00 ; lea ebp,[ebp+0x00000000]
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/6 

db 0x8D,0xAD,0x00,0x00,0x00,0x00,0x00 ; lea ebp,[ebp+0x00000000]
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/4 

db 0x8D,0x6C,0x25,0x00 ; mov ebp,ebp
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/3 

db 0x8D,0x6D,0x00 ; mov ebp,ebp
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/2 

db 0x8B,0xED                          ; mov ebp,ebp
times MSKLE(FILLB(%%bs,%1),%2) & FILLB($,%1)/1 

db 0x90                               ; nop
%endmacro
; Align the next data on {2,4,8,16,...}-byte boundary.
;
%imacro alignz 1.nolist
align %1, db 0; filling zeros
%endmacro

%ifdef __x86_64__
%ifdef WIN64

%imacro collect_args 0
push r12
push r13
push r14
push r15
mov r10, rcx
mov r11, rdx
mov r12, r8
mov r13, r9
mov r14, [rax+48]
mov r15, [rax+56]
push rsi
push rdi
sub    rsp, SIZEOF_XMMWORD
movaps XMMWORD [rsp], xmm6
sub    rsp, SIZEOF_XMMWORD
movaps XMMWORD [rsp], xmm7
%endmacro

%imacro uncollect_args 0
movaps xmm7, XMMWORD [rsp]
add    rsp, SIZEOF_XMMWORD
movaps xmm6, XMMWORD [rsp]
add    rsp, SIZEOF_XMMWORD
pop rdi
pop rsi
pop r15
pop r14
pop r13
pop r12
%endmacro

%else

%imacro collect_args 0
push r10
push r11
push r12

%endif
%endif

%endmacro


push r13
push r14
push r15
mov r10, rdi
mov r11, rsi
mov r12, rdx
mov r13, rcx
mov r14, r8
mov r15, r9
%endmacro

%imacro uncollect_args 0
pop r15
pop r14
pop r13
pop r12
pop r11
pop r10
%endmacro

%endif

%endif

; --------------------------------------------------------------------------
; Defines picked up from the C headers
;
%include "jsimdcfg.inc"

; --------------------------------------------------------------------------

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimdext.inc
No license file was found, but licenses were detected in source scan.

/*
 * jchuff.h
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains declarations for Huffman entropy encoding routines
 * that are shared between the sequential encoder (jchuff.c) and the
 * progressive encoder (jcphuff.c). No other modules need to see these.
 */
/*
 * jdapimin.c
 *
 * Copyright (C) 1994-1998, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the decompression half
 * of the JPEG library. These are the "minimum" API routines that may be
 * needed in either the normal full-decompression case or the
 * transcoding-only case.
 *
 * Most of the routines intended to be called directly by an application
 * are in this file or in jdapistd.c. But also see jcomapi.c for routines
 * shared by compression and decompression, and jdtrans.c for the transcoding
 * case.
 */

/*
 * jpegtran.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1995-2010, Thomas G. Lane, Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains a command-line user interface for JPEG transcoding.
 * It is very similar to cjpegc, and partly to djpegc, but provides
 * lossless transcoding between different JPEG file formats. It also
 * provides some lossless and sort-of-lossless transformations of JPEG data.
 */

/*
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jchuff.h
*/

No license file was found, but licenses were detected in source scan.

/*
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdapimin.c
*/

No license file was found, but licenses were detected in source scan.

/*
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpegtran.c
*/

No license file was found, but licenses were detected in source scan.
No license file was found, but licenses were detected in source scan.

// Natural Docs is licensed under the GPL.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/doc/html/search/search.js
No license file was found, but licenses were detected in source scan.

/*
 * jdatadst-tj.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2009-2012 by Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2011, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains compression data destination routines for the case of
 * emitting JPEG data to memory or to a file (or any stdio stream).
 * While these routines are sufficient for most applications,
 * some will want to use a different destination manager.
 * IMPORTANT: we assume that fwrite() will correctly transcribe an array of
 * JOCTETs into 8-bit-wide elements on external storage. If char is wider
 * than 8 bits on your machine, you may need to do some tweaking.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatadst-tj.c
No license file was found, but licenses were detected in source scan.

/*
 * rdrle.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to read input images in Utah RLE format.
 * The Utah Raster Toolkit library is required (version 3.1 or later).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume input from
 * an ordinary stdio stream. They further assume that reading begins
 * at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed RLE format).
*
* Based on code contributed by Mike Lijewski,
* with updates from Robert Hutchinson.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdrle.c
No license file was found, but licenses were detected in source scan.

/ *
* rdbmp.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modified 2009-2010 by Guido Vollbeding.
* Modifications:
* Modified 2011 by Siarhei Siamashka.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in Microsoft "BMP"
* format (MS Windows 3.x, OS/2 1.x, and OS/2 2.x flavors).
* Currently, only 8-bit and 24-bit images are supported, not 1-bit or
* 4-bit (feeding such low-depth images into JPEG would be silly anyway).
* Also, we don't support RLE-compressed files.
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume input from
* an ordinary stdio stream. They further assume that reading begins
* at the start of the file; start_input may need work if the
* user interface has already read some data (e.g., to determine that
* the file is indeed BMP format).
*
* This code contributed by James Arthur Boucher.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdbmp.c
No license file was found, but licenses were detected in source scan.

/ *
* jccolor.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modifications:
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright (C) 2009-2012, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* This file contains input colorspace conversion routines.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jccolor.c
No license file was found, but licenses were detected in source scan.

/*
* rdjpgcom.c
*
* Copyright (C) 1994-1997, Thomas G. Lane.
* Modified 2009 by Bill Allombert, Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file contains a very simple stand-alone application that displays
* the text in COM (comment) markers in a JFIF file.
* This may be useful as an example of the minimum logic needed to parse
* JPEG markers.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdjpgcom.c
No license file was found, but licenses were detected in source scan.

License: IJG

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jccolor.c
No license file was found, but licenses were detected in source scan.

/*
* jconfig.txt
*
* Copyright (C) 1991-1994, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
* This file documents the configuration options that are required to
* customize the JPEG software for a particular system.
* The actual configuration options for a particular installation are stored
* in jconfig.h. On many machines, jconfig.h can be generated automatically
* or copied from one of the "canned" jconfig files that we supply. But if
* you need to generate a jconfig.h file by hand, this file tells you how.
* 
* DO NOT EDIT THIS FILE --- IT WON'T ACCOMPLISH ANYTHING.
* EDIT A COPY NAMED JCONFIG.H.
*/

/*
* These symbols indicate the properties of your machine or compiler.
* #define the symbol if yes, #undef it if no.
*/

/* Does your compiler support function prototypes?
* (If not, you also need to use ansi2knr, see install.txt)
* #define HAVE_PROTOTYPES
*/

/* Does your compiler support the declaration "unsigned char" ?
* How about "unsigned short" ?
* #define HAVE_UNSIGNED_CHAR
#define HAVE_UNSIGNED_SHORT
*/

/* Define "void" as 'char' if your compiler doesn't know about type void.
* NOTE: be sure to define void such that "void *" represents the most general
* pointer type, e.g., that returned by malloc().
* #define void char */

/* Define "const" as empty if your compiler doesn't know the "const" keyword.
* #define const */

/* Define this if an ordinary "char" type is unsigned.
* If you're not sure, leaving it undefined will work at some cost in speed.
* If you defined HAVE_UNSIGNED_CHAR then the speed difference is minimal.
* #undef CHAR_IS_UNSIGNED
*/

/* Define this if your system has an ANSI-conforming <stddef.h> file.
* #define HAVE_STDDEF_H
*/

/* Define this if your system has an ANSI-conforming <stdlib.h> file.
/*
#define HAVE_STDLIB_H

/* Define this if your system does not have an ANSI/SysV <string.h>,
* but does have a BSD-style <strings.h>.
*/
#undef NEED_BSD_STRINGS

/* Define this if your system does not provide typedef size_t in any of the
* ANSI-standard places (stddef.h, stdlib.h, or stdio.h), but places it in
* <sys/types.h> instead.
*/
#undef NEED_SYS_TYPES_H

/* For 80x86 machines, you need to define NEED_FAR_POINTERS,
* unless you are using a large-data memory model or 80386 flat-memory mode.
* On less brain-damaged CPUs this symbol must not be defined.
* (Defining this symbol causes large data structures to be referenced through
* "far" pointers and to be allocated with a special version of malloc.)
*/
#undef NEED_FAR_POINTERS

/* Define this if your linker needs global names to be unique in less
* than the first 15 characters.
*/
#undef NEED_SHORT_EXTERNAL_NAMES

/* Although a real ANSI C compiler can deal perfectly well with pointers to
* unspecified structures (see "incomplete types" in the spec), a few pre-ANSI
* and pseudo-ANSI compilers get confused. To keep one of these bozos happy,
* define INCOMPLETE_TYPES_BROKEN. This is not recommended unless you
* actually get "missing structure definition" warnings or errors while
* compiling the JPEG code.
*/
#undef INCOMPLETE_TYPES_BROKEN

/* Define "boolean" as unsigned char, not int, on Windows systems.
*/
#ifdef _WIN32
#ifndef __RPCNDR_H__/* don't conflict if rpcndr.h already read */
typedef unsigned char boolean;
#endif
#define HAVE_BOOLEAN/* prevent jmorecfg.h from redefining it */
#endif

/*
* The following options affect code selection within the JPEG library,
*/
* but they don't need to be visible to applications using the library.
* To minimize application namespace pollution, the symbols won't be
* defined unless JPEG_INTERNALS has been defined.
*/

#ifdef JPEG_INTERNALS

/* Define this if your compiler implements ">>" on signed values as a logical
* (unsigned) shift; leave it undefined if ">>" is a signed (arithmetic) shift,
* which is the normal and rational definition.
*/
#undef RIGHT_SHIFT_IS_UNSIGNED

#endif /* JPEG_INTERNALS */

/*
* The remaining options do not affect the JPEG library proper,
* but only the sample applications cjpeg/djpeg (see cjpeg.c, djpeg.c).
* Other applications can ignore these.
*/

#ifdef JPEG_CJPEG_DJPEG

/* These defines indicate which image (non-JPEG) file formats are allowed. */
#define BMP_SUPPORTED	/* BMP image file format */
#define GIF_SUPPORTED	/* GIF image file format */
#define PPM_SUPPORTED	/* PBMPLUS PPM/PGM image file format */
#undef RLE_SUPPORTED	/* Utah RLE image file format */
#define TARGA_SUPPORTED	/* Targa image file format */

/* Define this if you want to name both input and output files on the command
* line, rather than using stdout and optionally stdin. You MUST do this if
* your system can't cope with binary I/O to stdin/stdout. See comments at
* head of cjpeg.c or djpeg.c.
*/
#undef TWO_FILE_COMMANDLINE

/* Define this if your system needs explicit cleanup of temporary files.
* This is crucial under MS-DOS, where the temporary "files" may be areas
* of extended memory; on most other systems it's not as important.
*/
#undef NEED_SIGNAL_CATCHER

/* By default, we open image files with fopen(...,"rb") or fopen(...,"wb").
* This is necessary on systems that distinguish text files from binary files,
* and is harmless on most systems that don't. If you have one of the rare
* systems that complains about the "b" spec, define this symbol.
*/
#undef DONT_USE_B_MODE

/* Define this if you want percent-done progress reports from cjpeg/djpeg.
*/
#undef PROGRESS_REPORT

#endif /* JPEG_CJPEG_DJPEG */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jconfig.txt
No license file was found, but licenses were detected in source scan.

/*
* jpeglib.h
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1998, Thomas G. Lane.
* Modified 2002-2009 by Guido Vollbeding.
* Modifications:
* Copyright (C) 2009-2011, 2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file defines the application interface for the JPEG library.
* Most applications using the library need only include this file,
* and perhaps jerror.h if they want to know the exact error codes.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jpeglib.h
No license file was found, but licenses were detected in source scan.

/*
* jversion.h
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-2012, Thomas G. Lane, Guido Vollbeding.
* Modifications:
* Copyright (C) 2010, 2012-2013, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains software version identification.
*/
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jversion.h
No license file was found, but licenses were detected in source scan.

# Copyright (C)2009-2011 D. R. Commander. All Rights Reserved.
# Redistribution and use in source and binary forms, with or without
# modification, are permitted provided that the following conditions are met:
# - Redistributions of source code must retain the above copyright notice,
#   this list of conditions and the following disclaimer.
# - Redistributions in binary form must reproduce the above copyright notice,
#   this list of conditions and the following disclaimer in the documentation
# - Neither the name of the libjpeg-turbo Project nor the names of its
#   software without specific prior written permission.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/uninstall.in
No license file was found, but licenses were detected in source scan.

IJG JPEG LIBRARY: CODING RULES

Copyright (C) 1991-1996, Thomas G. Lane.
This file is part of the Independent JPEG Group's software.
For conditions of distribution and use, see the accompanying README file.

Since numerous people will be contributing code and bug fixes, it's important
to establish a common coding style. The goal of using similar coding styles
is much more important than the details of just what that style is.

In general we follow the recommendations of "Recommended C Style and Coding
Standards" revision 6.1 (Cannon et al. as modified by Spencer, Keppel and
Brader). This document is available in the IJG FTP archive (see

Block comments should be laid out thusly:

/*
* Block comments in this style.
*/

We indent statements in K&R style, e.g.,
if (test) {
    then-part;
} else {
else-part;
}
with two spaces per indentation level. (This indentation convention is handled automatically by GNU Emacs and many other text editors.)

Multi-word names should be written in lower case with underscores, e.g., multi_word_name (not multiWordName). Preprocessor symbols and enum constants are similar but upper case (MULTI_WORD_NAME). Names should be unique within the first fifteen characters. (On some older systems, global names must be unique within six characters. We accommodate this without cluttering the source code by using macros to substitute shorter names.)

We use function prototypes everywhere; we rely on automatic source code transformation to feed prototype-less C compilers. Transformation is done by the simple and portable tool 'ansi2knr.c' (courtesy of Ghostscript). ansi2knr is not very bright, so it imposes a format requirement on function declarations: the function name MUST BEGIN IN COLUMN 1. Thus all functions should be written in the following style:

    LOCAL(int *)
    function_name (int a, char *b)
    {
        code...
    }

Note that each function definition must begin with GLOBAL(type), LOCAL(type), or METHODDEF(type). These macros expand to "static type" or just "type" as appropriate. They provide a readable indication of the routine's usage and can readily be changed for special needs. (For instance, special linkage keywords can be inserted for use in Windows DLLs.)

ansi2knr does not transform method declarations (function pointers in structs). We handle these with a macro JMETHOD, defined as

    #ifdef HAVE_PROTOTYPES
    #define JMETHOD(type,methodname,arglist)  type (*methodname) arglist
    #else
    #define JMETHOD(type,methodname,arglist)  type (*methodname) ()
    #endif

which is used like this:

    struct function_pointers {
        JMETHOD(void, init_entropy_encoder, (int somearg, jparms *jp));
        JMETHOD(void, term_entropy_encoder, (void));
    }

Note the set of parentheses surrounding the parameter list.

A similar solution is used for forward and external function declarations (see the EXTERN and JPP macros).
If the code is to work on non-ANSI compilers, we cannot rely on a prototype declaration to coerce actual parameters into the right types. Therefore, use explicit casts on actual parameters whenever the actual parameter type is not identical to the formal parameter. Beware of implicit conversions to "int".

It seems there are some non-ANSI compilers in which the sizeof() operator is defined to return int, yet size_t is defined as long. Needless to say, this is brain-damaged. Always use the SIZEOF() macro in place of sizeof(), so that the result is guaranteed to be of type size_t.

The JPEG library is intended to be used within larger programs. Furthermore, we want it to be reentrant so that it can be used by applications that process multiple images concurrently. The following rules support these requirements:

1. Avoid direct use of file I/O, "malloc", error report printouts, etc; pass these through the common routines provided.
2. Minimize global namespace pollution. Functions should be declared static wherever possible. (Note that our method-based calling conventions help this a lot: in many modules only the initialization function will ever need to be called directly, so only that function need be externally visible.) All global function names should begin with "jpeg_", and should have an abbreviated name (unique in the first six characters) substituted by macro when NEED_SHORT_EXTERNAL_NAMES is set.
3. Don't use global variables; anything that must be used in another module should be in the common data structures.
4. Don't use static variables except for read-only constant tables. Variables that should be private to a module can be placed into private structures (see the system architecture document, structure.txt).
5. Source file names should begin with "j" for files that are part of the library proper; source files that are not part of the library, such as cjpeg.c and djpeg.c, do not begin with "j". Keep source file names to eight characters (plus ".c" or ".h", etc) to make life easy for MS-DOSers. Keep compression and decompression code in separate source files --- some applications may want only one half of the library.

Note: these rules (particularly #4) are not followed religiously in the modules that are used in cjpeg/djpeg but are not part of the JPEG library proper. Those modules are not really intended to be used in other applications.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/coderules.txt
No license file was found, but licenses were detected in source scan.

/*
 * jdarith.c
 *
 * Developed 1997-2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains portable arithmetic entropy decoding routines for JPEG
 *
 * Both sequential and progressive modes are supported in this single module.
 *
 * Suspension is not currently supported in this module.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdarith.c

No license file was found, but licenses were detected in source scan.

/*
 * jcdctmgr.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 1999-2006, MIYASAKA Masaru.
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 *
 * This file contains the forward-DCT management logic.
 * This code selects a particular DCT implementation to be used,
 * and it performs related housekeeping chores including coefficient
 * quantization.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcdctmgr.c

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/*
 * jerror.c
 *
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 */
This file is part of the Independent JPEG Group's software.

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This file contains simple error-reporting and trace-message routines.

These are suitable for Unix-like systems and others where writing to
stderr is the right thing to do. Many applications will want to replace
some or all of these routines.

If you define USE_WINDOWSMESSAGEBOX in jconfig.h or in the makefile,
you get a Windows-specific hack to display error messages in a dialog box.
It ain't much, but it beats dropping error messages into the bit bucket,
which is what happens to output to stderr under most Windows C compilers.

These routines are used by both the compression and decompression code.

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which is what happens to output to stderr under most Windows C compilers.

These routines are used by both the compression and decompression code.

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From c51b66ebcace2adec0cfbe42d25cb418ed0c02a2 Mon Sep 17 00:00:00 2001
From: DRC <information@libjpeg-turbo.org>
Date: Fri, 20 Jul 2018 17:21:36 -0500
Subject: [PATCH] cjpeg: Fix OOB read caused by malformed 8-bit BMP

... in which one or more of the color indices is out of range for the number of palette entries.

Fix partly borrowed from jpeg-9c. This commit also adopts Guido's JERR_PPM_OUTOFRANGE enum value in lieu of our project-specific JERR_PPM_TOOLARGE enum value.

Fixes #258

---
cderror.h | 5 +++--
rdbmp.c | 7 ++++++-
rddppm.c | 4 ++--
3 files changed, 11 insertions(+), 5 deletions(-)
diff --git a/cderror.h b/cderror.h
index d69b501..46b0f49 100644
--- a/cderror.h
+++ b/cderror.h
@@ -2,7 +2,7 @@
 * cderror.h
 *
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 *
 @@ -48,6 +48,7 @@ JMESSAGE(JERR_BMP_COLORSPACE, "BMP output must be grayscale or RGB")
 JMESSAGE(JERR_BMP_COMPRESSED, "Sorry, compressed BMPs not yet supported")
 JMESSAGE(JERR_BMP_EMPTY, "Empty BMP image")
 JMESSAGE(JERR_BMP_NOT, "Not a BMP file - does not start with BM")
+JMESSAGE(JERR_BMP_OUTOFRANGE, "Numeric value out of range in BMP file")
 JMESSAGE(JTRC_BMP, "%ux%u 24-bit BMP image")
 JMESSAGE(JTRC_BMP_MAPPED, "%ux%u 8-bit colormapped BMP image")
 JMESSAGE(JTRC_BMP_OS2, "%ux%u 24-bit OS2 BMP image")
@@ -74,8 +75,8 @@ JMESSAGE(JWRN_GIF_NOMOREDATA, "Ran out of GIF bits")
 #ifdef PPM_SUPPORTED
 JMESSAGE(JERR_PPM_COLORSPACE, "PPM output must be grayscale or RGB")
 JMESSAGE(JERR_PPM_NONNUMERIC, "Nonnumeric data in PPM file")
-JMESSAGE(JERR_PPM_TOOLARGE, "Integer value too large in PPM file")
 JMESSAGE(JERR_PPM_NOT, "Not a PPM/PGM file")
+JMESSAGE(JERR_PPM_OUTOFRANGE, "Numeric value out of range in PPM file")
 JMESSAGE(JTRC_PGM, "%ux%u PGM image")
 JMESSAGE(JTRC_PGM_TEXT, "%ux%u text PGM image")
 JMESSAGE(JTRC_PPM, "%ux%u PPM image")
diff --git a/rdbmp.c b/rdbmp.c
index c053074..7a27cab 100644
--- a/rdbmp.c
+++ b/rdbmp.c
@@ -3,7 +3,7 @@
*
* This file was part of the Independent JPEG Group's software:
 *
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-* Modified 2009-2010 by Guido Vollbeding.
 * Modifications:
 * Modified 2011 by Siarhei Siamashka.
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 @@ -64,6 +64,7 @@
 typedef struct _bmp_source_struct {
  JDIMENSION row_width;/* Physical width of scanlines in file */
  int bits_per_pixel;/* remembers 8- or 24-bit format */

+ int cmap_length;     /* colormap length */
} bmp_source_struct;

@@ -124,6 +125,7 @@ get_8bit_row (j_compress_ptr cinfo, cjpeg_source_ptr sinfo)
{
    bmp_source_ptr source = (bmp_source_ptr) sinfo;
    register JSAMPARRAY colormap = source->colormap;
+ int cmaplen = source->cmap_length;
    JSAMPARRAY image_ptr;
    register int t;
    register JSAMPROW inptr, outptr;
@@ -140,6 +142,8 @@ get_8bit_row (j_compress_ptr cinfo, cjpeg_source_ptr sinfo)
    outptr = source->pub.buffer[0];
    for (col = cinfo->image_width; col > 0; col--) {
        t = GETJSAMPLE(*inptr);
+    if (t >= cmaplen)
+        ERREXIT(cinfo, JERR_BMP_OUTOF RANGE);
    *outptr++ = colormap[0][t]; /* can omit GETJSAMPLE() safely */
    *outptr++ = colormap[1][t];
    *outptr++ = colormap[2][t];
@@ -399,6 +403,7 @@ start_input_bmp (j_compress_ptr cinfo, cjpeg_source_ptr sinfo)
    source->colormap = (*cinfo->mem->alloc_sarray)
        ((j_common_ptr) cinfo, JPOOL_IMAGE,
            (JDIMENSION) biClrUsed, (JDIMENSION) 3);
+    source->cmap_length = (int)biClrUsed;
/* and read it from the file */
    read_colormap(source, (int) biClrUsed, mapentrysize);
/* account for size of colormap */
diff --git a/rdppm.c b/rdppm.c
index 5da1646..59da2bb 100644
--- a/rdppm.c
+++ b/rdppm.c
@@ -76,7 +76,7 @@ typedef struct {
    JSAMPROW pixrow;    /* FAR pointer to same */
    size_t buffer_width; /* width of I/O buffer */
    JSAMPLE *rescale;   /* => maxval-remapping array, or NULL */
-    int maxval;
+    unsigned int maxval;
} ppm_source_struct;

typedef ppm_source_struct * ppm_source_ptr;
@@ -126,7 +126,7 @@ read_pbm_integer (j_compress_ptr cinfo, FILE * infile, int maxval)
{
    if (val > maxval)
-        ERREXIT(cinfo, JERR_PPM_TOOLARGE);
+        ERREXIT(cinfo, JERR_PPM_OUTOF RANGE);
return val;
}
--
2.17.2

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

/*
 * jcsample.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
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 * This file is part of the Independent JPEG Group's software.
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 * *
 * This file contains downsampling routines.
 *
 * Downsampling input data is counted in "row groups". A row group
 * is defined to be max_v_samp_factor pixel rows of each component,
 * from which the downsampler produces v_samp_factor sample rows.
 * A single row group is processed in each call to the downsampler module.
 *
 * The downsampler is responsible for edge-expansion of its output data
 * to fill an integral number of DCT blocks horizontally. The source buffer
 * may be modified if it is helpful for this purpose (the source buffer is
 * allocated wide enough to correspond to the desired output width).
 * The caller (the prep controller) is responsible for vertical padding.
 *
 * The downsampler may request "context rows" by setting need_context_rows
 * during startup. In this case, the input arrays will contain at least
 * one row group's worth of pixels above and below the passed-in data;
 * the caller will create dummy rows at image top and bottom by replicating
 * the first or last real pixel row.
 *
 * An excellent reference for image resampling is
 *
 * The downsampling algorithm used here is a simple average of the source
 * pixels covered by the output pixel. The hi-falutin sampling literature
 * refers to this as a "box filter". In general the characteristics of a box
 * filter are not very good, but for the specific cases we normally use (1:1
 * and 2:1 ratios) the box is equivalent to a "triangle filter" which is not
 * nearly so bad. If you intend to use other sampling ratios, you'd be well
* advised to improve this code.

* A simple input-smoothing capability is provided. This is mainly intended
* for cleaning up color-dithered GIF input files (if you find it inadequate,
* we suggest using an external filtering program such as pnmconvol). When
* enabled, each input pixel P is replaced by a weighted sum of itself and its
* eight neighbors. P's weight is 1-8*SF and each neighbor's weight is SF.
* where SF = (smoothing_factor / 1024).
* Currently, smoothing is only supported for 2h2v sampling factors.
*

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcsample.c
No license file was found, but licenses were detected in source scan.

Package: {__PKGNAME}
Version: {__VERSION}-{__BUILD}
Section: misc
Priority: optional
Architecture: {__ARCH}
Essential: no
Maintainer: The libjpeg-turbo Project [http://www.libjpeg-turbo.org]
Description: A SIMD-accelerated JPEG codec that provides both the libjpeg and TurboJPEG APIs
libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less powerful but more straightforward TurboJPEG API. libjpeg-turbo also features colorspace extensions that allow it to compress from/decompress to 32-bit and big-endian pixel buffers (RGBX, XBGR, etc.), as well as a full-featured Java interface.

libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated derivative of libjpeg v6b developed by Miyasaka Masaru. The TigerVNC and VirtualGL projects made numerous enhancements to the codec in 2009, and in early 2010, libjpeg-turbo spun off into an independent project, with the goal of making high-speed JPEG compression/decompression technology available to a broader range of users and developers.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/deb-control.tmpl
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/*
 * jsimd_x86_64.c
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2009-2011 D. R. Commander
 *
 * Based on the x86 SIMD extension for IJG JPEG library,
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 *
 * This file contains the interface between the "normal" portions
 * of the library and the SIMD implementations when running on a
 * x86_64 architecture.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd_x86_64.c
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; jdct.inc - private declarations for forward & reverse DCT subsystems
;
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;
; Based on
; x86 SIMD extension for IJG JPEG library
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;
; [TAB8]

; Each IDCT routine is responsible for range-limiting its results and
; converting them to unsigned form (0..MAXJSAMPLE). The raw outputs could
; be quite far out of range if the input data is corrupt, so a bulletproof
; range-limiting step is required. We use a mask-and-table-lookup method
; to do the combined operations quickly.
;
%define RANGE_MASK (MAXJSAMPLE * 4 + 3) ; 2 bits wider than legal samples

%define ROW(n,b,s)((b)+(n)*s)
%define COL(n,b,s)((b)+(n)*s*DCTSIZE)
%define DWBLOCK(m,n,b,s)((b)+(m)*DCTSIZE*(s)+(n)*SIZEOF_DWORD)
%define MMBLOCK(m,n,b,s)((b)+(m)*DCTSIZE*(s)+(n)*SIZEOF_MMWORD)
%define XMMBLOCK(m,n,b,s)((b)+(m)*DCTSIZE*(s)+(n)*SIZEOF_XMMWORD)

; --------------------------------------------------------------------------

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jdct.inc
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*******************************************************************************
**     Background
*******************************************************************************

libjpeg-turbo is a JPEG image codec that uses SIMD instructions (MMX, SSE2, NEON) to accelerate baseline JPEG compression and decompression on x86, x86-64, and ARM systems. On such systems, libjpeg-turbo is generally 2-4x as fast as libjpeg, all else being equal. On other types of systems, libjpeg-turbo can still outperform libjpeg by a significant amount, by virtue of its highly-optimized Huffman coding routines. In many cases, the performance of libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

libjpeg-turbo implements both the traditional libjpeg API as well as the less powerful but more straightforward TurboJPEG API. libjpeg-turbo also features colorspace extensions that allow it to compress from/decompress to 32-bit and big-endian pixel buffers (RGBX, XBGR, etc.), as well as a full-featured Java interface.

libjpeg-turbo was originally based on libjpeg/SIMD, an MMX-accelerated derivative of libjpeg v6b developed by Miyasaka Masaru. The TigerVNC and VirtualGL projects made numerous enhancements to the codec in 2009, and in early 2010, libjpeg-turbo spun off into an independent project, with the goal of making high-speed JPEG compression/decompression technology available to a broader range of users and developers.

*******************************************************************************
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*******************************************************************************

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*******************************************************************************
**     Using libjpeg-turbo
*******************************************************************************

libjpeg-turbo includes two APIs that can be used to compress and decompress JPEG images:

TurboJPEG API: This API provides an easy-to-use interface for compressing and decompressing JPEG images in memory. It also provides some functionality that would not be straightforward to achieve using the underlying libjpeg API, such as generating planar YUV images and performing multiple simultaneous lossless transforms on an image. The Java interface for libjpeg-turbo is written on top of the TurboJPEG API.

libjpeg API: This is the de facto industry-standard API for compressing and decompressing JPEG images. It is more difficult to use than the TurboJPEG API but also more powerful. The libjpeg API implementation in libjpeg-turbo is both API/ABI-compatible and mathematically compatible with libjpeg v6b. It can also optionally be configured to be API/ABI-compatible with libjpeg v7 and v8 (see below.)

There is no significant performance advantage to either API when both are used to perform similar operations.

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

Installation Directory
This document assumes that libjpeg-turbo will be installed in the default directory (/opt/libjpeg-turbo on Un*x and Mac systems and c:\libjpeg-turbo-gcc\[64] on Windows systems. If your installation of libjpeg-turbo resides in a different directory, then adjust the instructions accordingly.

Replacing libjpeg at Run Time

Un*x
----

If a Un*x application is dynamically linked with libjpeg, then you can replace libjpeg with libjpeg-turbo at run time by manipulating LD_LIBRARY_PATH. For instance:

[Using libjpeg]
> time cjpeg <vgl_5674_0098.ppm >vgl_5674_0098.jpg
real  0m0.392s
user  0m0.074s
sys  0m0.020s

[Using libjpeg-turbo]
> export LD_LIBRARY_PATH=/opt/libjpeg-turbo/{lib}:$LD_LIBRARY_PATH
> time cjpeg <vgl_5674_0098.ppm >vgl_5674_0098.jpg
real  0m0.109s
user  0m0.029s
sys  0m0.010s

({lib} = lib32 or lib64, depending on whether you wish to use the 32-bit or the 64-bit version of libjpeg-turbo.)

System administrators can also replace the libjpeg symlinks in /usr/lib* with links to the libjpeg-turbo dynamic library located in /opt/libjpeg-turbo/{lib}. This will effectively accelerate every application that uses the libjpeg dynamic library on the system.

Windows
-------

If a Windows application is dynamically linked with libjpeg, then you can replace libjpeg with libjpeg-turbo at run time by backing up the application's copy of jpeg62.dll, jpeg7.dll, or jpeg8.dll (assuming the application has its own local copy of this library) and copying the corresponding DLL from libjpeg-turbo into the application's install directory. The official
libjpeg-turbo binary packages only provide jpeg62.dll. If the application uses jpeg7.dll or jpeg8.dll instead, then it will be necessary to build libjpeg-turbo from source (see "libjpeg v7 and v8 API/ABI Emulation" below.)

The following information is specific to the official libjpeg-turbo binary packages for Visual C++:

-- jpeg62.dll requires the Visual C++ 2008 C run-time DLL (msvcr90.dll). msvcr90.dll ships with more recent versions of Windows, but users of older Windows releases can obtain it from the Visual C++ 2008 Redistributable Package, which is available as a free download from Microsoft's web site.

-- Features of the libjpeg API that require passing a C run-time structure, such as a file handle, from an application to the library will probably not work with jpeg62.dll, unless the application is also built to use the Visual C++ 2008 C run-time DLL. In particular, this affects jpeg_stdio_dest() and jpeg_stdio_src().

Mac
---

Mac applications typically embed their own copies of the libjpeg dylib inside the (hidden) application bundle, so it is not possible to globally replace libjpeg on OS X systems. Replacing the application's version of the libjpeg dylib would generally involve copying libjpeg.*.dylib from libjpeg-turbo into the appropriate place in the application bundle and using install_name_tool to repoint the libjpeg-turbo dylib to its new directory. This requires an advanced knowledge of OS X and would not survive an upgrade or a re-install of the application. Thus, it is not recommended for most users.

Using libjpeg-turbo in Your Own Programs

For the most part, libjpeg-turbo should work identically to libjpeg, so in most cases, an application can be built against libjpeg and then run against libjpeg-turbo. On Un*x systems and Cygwin, you can build against libjpeg-turbo instead of libjpeg by setting

CPATH=/opt/libjpeg-turbo/include
and
LIBRARY_PATH=/opt/libjpeg-turbo/{lib}

({lib} = lib32 or lib64, depending on whether you are building a 32-bit or a 64-bit application.)

If using MinGW, then set
Building against libjpeg-turbo is useful, for instance, if you want to build an application that leverages the libjpeg-turbo colorspace extensions (see below.) On Un*x systems, you would still need to manipulate LD_LIBRARY_PATH or create appropriate symlinks to use libjpeg-turbo at run time. On such systems, you can pass -R /opt/libjpeg-turbo/[lib] to the linker to force the use of libjpeg-turbo at run time rather than libjpeg (also useful if you want to leverage the colorspace extensions), or you can link against the libjpeg-turbo static library.

To force a Un*x or MinGW application to link against the static version of libjpeg-turbo, you can use the following linker options:

```
-Wl,-Bstatic -ljpeg -Wl,-Bdynamic
```

On OS X, simply add /opt/libjpeg-turbo/lib/libjpeg.a to the linker command line.

To build Visual C++ applications using libjpeg-turbo, add
`c:\libjpeg-turbo[64]\include` to the system or user INCLUDE environment variable and `c:\libjpeg-turbo[64]\lib` to the system or user LIB environment variable, and then link against either jpeg.lib (to use the DLL version of libjpeg-turbo) or jpeg-static.lib (to use the static version of libjpeg-turbo.)

=====================  
Colorspace Extensions  
=====================  

libjpeg-turbo includes extensions that allow JPEG images to be compressed directly from (and decompressed directly to) buffers that use BGR, BGRX, RGBX, XBGR, and XRGB pixel ordering. This is implemented with ten new colorspace constants:

```
JCS_EXT_RGB /* red/green/blue */
JCS_EXT_RGBX /* red/green/blue/x */
JCS_EXT_BGR /* blue/green/red */
JCS_EXT_BGRX /* blue/green/red/x */
JCS_EXT_XBGR /* x/blue/green/red */
JCS_EXT_XRGB /* x/red/green/blue */
JCS_EXT_RGBA /* red/green/blue/alpha */
JCS_EXT_BGRA /* blue/green/red/alpha */
JCS_EXT_ABGR /* alpha/blue/green/red */
JCS_EXT_ARGB /* alpha/red/green/blue */
```

Setting cinfo.in_color_space (compression) or cinfo.out_color_space
(decompression) to one of these values will cause libjpeg-turbo to read the red, green, and blue values from (or write them to) the appropriate position in the pixel when compressing from/decompressing to an RGB buffer.

Your application can check for the existence of these extensions at compile time with:

```c
#ifdef JCS_EXTENSIONS
```

At run time, attempting to use these extensions with a libjpeg implementation that does not support them will result in a "Bogus input colorspace" error. Applications can trap this error in order to test whether run-time support is available for the colorspace extensions.

When using the RGBX, BGRX, XBGR, and XRGB colorspaces during decompression, the X byte is undefined, and in order to ensure the best performance, libjpeg-turbo can set that byte to whatever value it wishes. If an application expects the X byte to be used as an alpha channel, then it should specify JCS_EXT_RGBA, JCS_EXT_BGRA, JCS_EXT_ABGR, or JCS_EXT_ARGB. When these colorspace constants are used, the X byte is guaranteed to be 0xFF, which is interpreted as opaque.

Your application can check for the existence of the alpha channel colorspace extensions at compile time with:

```c
#ifdef JCS_ALPHA_EXTENSIONS
```

cctest.c, located in the libjpeg-turbo source tree, demonstrates how to check for the existence of the colorspace extensions at compile time and run time.

```
libjpeg v7 and v8 API/ABI Emulation
```

With libjpeg v7 and v8, new features were added that necessitated extending the compression and decompression structures. Unfortunately, due to the exposed nature of those structures, extending them also necessitated breaking backward ABI compatibility with previous libjpeg releases. Thus, programs that were built to use libjpeg v7 or v8 did not work with libjpeg-turbo, since it is based on the libjpeg v6b code base. Although libjpeg v7 and v8 are still not as widely used as v6b, enough programs (including a few Linux distros) made the switch that there was a demand to emulate the libjpeg v7 and v8 ABIs in libjpeg-turbo. It should be noted, however, that this feature was added primarily so that applications that had already been compiled to use libjpeg v7+ could take advantage of accelerated baseline JPEG encoding/decoding without recompiling. libjpeg-turbo does not claim to support all of the libjpeg v7+ features, nor to produce identical output to libjpeg v7+ in all cases (see below.)
By passing an argument of --with-jpeg7 or --with-jpeg8 to configure, or an argument of -DWITH_JPEG7=1 or -DWITH_JPEG8=1 to cmake, you can build a version of libjpeg-turbo that emulates the libjpeg v7 or v8 ABI, so that programs that are built against libjpeg v7 or v8 can be run with libjpeg-turbo. The following section describes which libjpeg v7+ features are supported and which aren't.

Support for libjpeg v7 and v8 Features:
---------------------------------------

Fully supported:

-- libjpeg: IDCT scaling extensions in decompressor
libjpeg-turbo supports IDCT scaling with scaling factors of 1/8, 1/4, 3/8, 1/2, 5/8, 3/4, 7/8, 9/8, 5/4, 11/8, 3/2, 13/8, 7/4, 15/8, and 2/1 (only 1/4 and 1/2 are SIMD-accelerated.)

-- libjpeg: arithmetic coding

-- libjpeg: In-memory source and destination managers
See notes below.

-- cjpeg: Separate quality settings for luminance and chrominance
Note that the libjpeg v7+ API was extended to accommodate this feature only for convenience purposes. It has always been possible to implement this feature with libjpeg v6b (see rdswitch.c for an example.)

-- cjpeg: 32-bit BMP support

-- cjpeg: -rgb option

-- jpegtran: lossless cropping

-- jpegtran: -perfect option

-- jpegtran: forcing width/height when performing lossless crop

-- rdjpgcom: -raw option

-- rdjpgcom: locale awareness

Not supported:

NOTE: As of this writing, extensive research has been conducted into the usefulness of DCT scaling as a means of data reduction and SmartScale as a means of quality improvement. The reader is invited to peruse the research at http://www.libjpeg-turbo.org/About/SmartScale and draw his/her own conclusions,
but it is the general belief of our project that these features have not demonstrated sufficient usefulness to justify inclusion in libjpeg-turbo.

-- libjpeg: DCT scaling in compressor
  cinfo.scale_num and cinfo.scale_denom are silently ignored.
  There is no technical reason why DCT scaling could not be supported when emulating the libjpeg v7+ API/ABI, but without the SmartScale extension (see below), only scaling factors of 1/2, 8/15, 4/7, 8/13, 2/3, 8/11, 4/5, and 8/9 would be available, which is of limited usefulness.

-- libjpeg: SmartScale
  cinfo.block_size is silently ignored.
  SmartScale is an extension to the JPEG format that allows for DCT block sizes other than 8x8. Providing support for this new format would be feasible (particularly without full acceleration.) However, until/unless the format becomes either an official industry standard or, at minimum, an accepted solution in the community, we are hesitant to implement it, as there is no sense of whether or how it might change in the future. It is our belief that SmartScale has not demonstrated sufficient usefulness as a lossless format nor as a means of quality enhancement, and thus, our primary interest in providing this feature would be as a means of supporting additional DCT scaling factors.

-- libjpeg: Fancy downsampling in compressor
  cinfo.do_fancy_downsampling is silently ignored.
  This requires the DCT scaling feature, which is not supported.

-- jpegtran: Scaling
  This requires both the DCT scaling and SmartScale features, which are not supported.

-- Lossless RGB JPEG files
  This requires the SmartScale feature, which is not supported.

What About libjpeg v9?
----------------------

libjpeg v9 introduced yet another field to the JPEG compression structure (color_transform), thus making the ABI backward incompatible with that of libjpeg v8. This new field was introduced solely for the purpose of supporting lossless SmartScale encoding. Further, there was actually no reason to extend the API in this manner, as the color transform could have just as easily been activated by way of a new JPEG colorspace constant, thus preserving backward ABI compatibility.

Our research (see link above) has shown that lossless SmartScale does not generally accomplish anything that can't already be accomplished better with existing, standard lossless formats. Thus, at this time, it is our belief that
there is not sufficient technical justification for software to upgrade from
libjpeg v8 to libjpeg v9, and therefore, not sufficient technical justification
for us to emulate the libjpeg v9 ABI.

=====================================  
In-Memory Source/Destination Managers  
=====================================  

By default, libjpeg-turbo 1.3 and later includes the jpeg_mem_src() and
jpeg_mem_dest() functions, even when not emulating the libjpeg v8 API/ABI.
Previously, it was necessary to build libjpeg-turbo from source with libjpeg v8
API/ABI emulation in order to use the in-memory source/destination managers,
but several projects requested that those functions be included when emulating
the libjpeg v6b API/ABI as well. This allows the use of those functions by
programs that need them without breaking ABI compatibility for programs that
don't, and it allows those functions to be provided in the "official"
libjpeg-turbo binaries.

Those who are concerned about maintaining strict conformance with the libjpeg
v6b or v7 API can pass an argument of --without-mem-srcdst to configure or
an argument of -DWITH_MEM_SRCDST=0 to CMake prior to building libjpeg-turbo.
This will restore the pre-1.3 behavior, in which jpeg_mem_src() and
jpeg_mem_dest() are only included when emulating the libjpeg v8 API/ABI.

On Un*x systems, including the in-memory source/destination managers changes
the dynamic library version from 62.0.0 to 62.1.0 if using libjpeg v6b API/ABI
emulation and from 7.0.0 to 7.1.0 if using libjpeg v7 API/ABI emulation.

Note that, on most Un*x systems, the dynamic linker will not look for a
function in a library until that function is actually used. Thus, if a program
is built against libjpeg-turbo 1.3+ and uses jpeg_mem_src() or jpeg_mem_dest(),
that program will not fail if run against an older version of libjpeg-turbo or
against libjpeg v7- until the program actually tries to call jpeg_mem_src() or
jpeg_mem_dest(). Such is not the case on Windows. If a program is built
against the libjpeg-turbo 1.3+ DLL and uses jpeg_mem_src() or jpeg_mem_dest(),
then it must use the libjpeg-turbo 1.3+ DLL at run time.

Both cjpeg and djpeg have been extended to allow testing the in-memory
source/destination manager functions. See their respective man pages for more
details.

*******************************************************************************
**     Mathematical Compatibility
*******************************************************************************

For the most part, libjpeg-turbo should produce identical output to libjpeg
v6b. The one exception to this is when using the floating point DCT/IDCT, in
which case the outputs of libjpeg v6b and libjpeg-turbo are not guaranteed to be identical (the accuracy of the floating point DCT/IDCT is constant when using libjpeg-turbo's SIMD extensions, but otherwise, it can depend heavily on the compiler and compiler settings.)

While libjpeg-turbo does emulate the libjpeg v8 API/ABI, under the hood, it is still using the same algorithms as libjpeg v6b, so there are several specific cases in which libjpeg-turbo cannot be expected to produce the same output as libjpeg v8:

-- When decompressing using scaling factors of 1/2 and 1/4, because libjpeg v8 implements those scaling algorithms a bit differently than libjpeg v6b does, and libjpeg-turbo's SIMD extensions are based on the libjpeg v6b behavior.

-- When using chrominance subsampling, because libjpeg v8 implements this with its DCT/IDCT scaling algorithms rather than with a separate downsampling/upsampling algorithm.

-- When using the floating point IDCT, for the reasons stated above and also because the floating point IDCT algorithm was modified in libjpeg v8a to improve accuracy.

-- When decompressing using a scaling factor > 1 and merged (AKA "non-fancy" or "non-smooth") chrominance upsampling, because libjpeg v8 does not support merged upsampling with scaling factors > 1.

******************************************************************************
**     Performance Pitfalls
******************************************************************************

The optimized Huffman decoder in libjpeg-turbo does not handle restart markers in a way that makes the rest of the libjpeg infrastructure happy, so it is necessary to use the slow Huffman decoder when decompressing a JPEG image that has restart markers. This can cause the decompression performance to drop by as much as 20%, but the performance will still be much greater than that of libjpeg. Many consumer packages, such as PhotoShop, use restart markers when generating JPEG images, so images generated by those programs will experience this issue.

Fast Integer Forward DCT at High Quality Levels


Open Source Used In DCNM 12 12.0(2) 8589
The algorithm used by the SIMD-accelerated quantization function cannot produce correct results whenever the fast integer forward DCT is used along with a JPEG quality of 98-100. Thus, libjpeg-turbo must use the non-SIMD quantization function in those cases. This causes performance to drop by as much as 40%.
It is therefore strongly advised that you use the slow integer forward DCT whenever encoding images with a JPEG quality of 98 or higher.

No license file was found, but licenses were detected in source scan.

/*
 * jdtrans.c
 *
 * Copyright (C) 1995-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains library routines for transcoding decompression,
 * that is, reading raw DCT coefficient arrays from an input JPEG file.
 * The routines in jdapimin.c will also be needed by a transcoder.
 */

No license file was found, but licenses were detected in source scan.

/*
 * jdphuff.c
 *
 * Copyright (C) 1995-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains Huffman entropy decoding routines for progressive JPEG.
 *
 * Much of the complexity here has to do with supporting input suspension.
 * If the data source module demands suspension, we want to be able to back
 * up to the start of the current MCU. To do this, we copy state variables
 * into local working storage, and update them back to the permanent
 * storage only upon successful completion of an MCU.
 */

No license file was found, but licenses were detected in source scan.
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdphuff.c
No license file was found, but licenses were detected in source scan.

/*
 * jcmaster.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * Modified 2003-2010 by Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains master control logic for the JPEG compressor.
 * These routines are concerned with parameter validation, initial setup,
 * and inter-pass control (determining the number of passes and the work
 * to be done in each pass).
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcmaster.c
No license file was found, but licenses were detected in source scan.

/*
 * wrbmp.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in Microsoft "BMP"
 * format (MS Windows 3.x and OS/2 1.x flavors).
 * Either 8-bit colormapped or 24-bit full-color format can be written.
 * No compression is supported.
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 *
 * This code contributed by James Arthur Boucher.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrbmp.c
No license file was found, but licenses were detected in source scan.
/*
 * jcapistd.c
 *
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains application interface code for the compression half
 * of the JPEG library. These are the "standard" API routines that are
 * used in the normal full-compression case. They are not used by a
 * transcoding-only application. Note that if an application links in
 * jpeg_start_compress, it will end up linking in the entire compressor.
 * We thus must separate this file from jcapimin.c to avoid linking the
 * whole compression library into a transcoder.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jcapistd.c
No license file was found, but licenses were detected in source scan.

/*
 * transupp.h
 *
 * Copyright (C) 1997-2011, Thomas G. Lane, Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains declarations for image transformation routines and
 * other utility code used by the jpegtran sample application. These are
 * NOT part of the core JPEG library. But we keep these routines separate
 * from jpegtran.c to ease the task of maintaining jpegtran-like programs
 * that have other user interfaces.
 *
 * NOTE: all the routines declared here have very specific requirements
 * about when they are to be executed during the reading and writing of the
 * source and destination files. See the comments in transupp.c, or see
 * jpegtran.c for an example of correct usage.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/transupp.h
No license file was found, but licenses were detected in source scan.

/*
 * jaricom.c
 *
* Developed 1997-2009 by Guido Vollbeding.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains probability estimation tables for common use in
* arithmetic entropy encoding and decoding routines.
*
* This data represents Table D.2 in the JPEG spec (ISO/IEC IS 10918-1
* and CCITT Recommendation ITU-T T.81) and Table 24 in the JBIG spec
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jaricom.c
No license file was found, but licenses were detected in source scan.

/*
* jpegcomp.h
*
* Copyright (C) 2010, D. R. Commander
* For conditions of distribution and use, see the accompanying README file.
*
* JPEG compatibility macros
* These declarations are considered internal to the JPEG library; most
* applications using the library shouldn't need to include this file.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jaricom.c
No license file was found, but licenses were detected in source scan.

/*
* jdatasrc-tj.c
*
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1994-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2011, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains decompression data source routines for the case of
* reading JPEG data from memory or from a file (or any stdio stream).
* While these routines are sufficient for most applications,
* some will want to use a different source manager.
* IMPORTANT: we assume that fread() will correctly transcribe an array of
* JOCTETs from 8-bit-wide elements on external storage. If char is wider
* than 8 bits on your machine, you may need to do some tweaking.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatasrc-tj.c
No license file was found, but licenses were detected in source scan.

/*
 * jccolext.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2009-2012, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains input colorspace conversion routines.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jccolext.c
No license file was found, but licenses were detected in source scan.

/*
 * jdatadst.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modified 2009-2012 by Guido Vollbeding.
 * Modifications:
 * Copyright (C) 2013, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains compression data destination routines for the case of
 * emitting JPEG data to memory or to a file (or any stdio stream).
 * While these routines are sufficient for most applications,
 * some will want to use a different destination manager.
 * IMPORTANT: we assume that fwrite() will correctly transcribe an array of
 * JOCTETs into 8-bit-wide elements on external storage. If char is wider
 * than 8 bits on your machine, you may need to do some tweaking.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdatadst.c
No license file was found, but licenses were detected in source scan.

/*
 * cderror.h
 *
 * Copyright (C) 1994-1997, Thomas G. Lane.
 * Modified 2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file defines the error and message codes for the cjpeg/djpeg
 * applications. These strings are not needed as part of the JPEG library
 * proper.
 * Edit this file to add new codes, or to translate the message strings to
 * some other language.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/cderror.h

No license file was found, but licenses were detected in source scan.

1.2.90 (1.3 beta1)
==================
[1] Added support for additional scaling factors (3/8, 5/8, 3/4, 7/8, 9/8, 5/4,
11/8, 3/2, 13/8, 7/4, 15/8, and 2) when decompressing. Note that the IDCT will
not be SIMD-accelerated when using any of these new scaling factors.

[2] The TurboJPEG dynamic library is now versioned. It was not strictly
necessary to do so, because TurboJPEG uses versioned symbols, and if a function
changes in an ABI-incompatible way, that function is renamed and a legacy
function is provided to maintain backward compatibility. However, certain
Linux distro maintainers will blindly reject any library that is not versioned,
so this was an attempt to make them happy.

[3] Extended the TurboJPEG Java API so that it can be used to compress a JPEG
image from and decompress a JPEG image to an arbitrary position in a large
image buffer.

[4] The tjDecompressToYUV() function now supports the TJFLAG_FASTDCT flag.

[5] The 32-bit supplementary package for amd64 Debian systems now provides
symlinks in /usr/lib/i386-linux-gnu for the TurboJPEG libraries in /usr/lib32.
This allows those libraries to be used on MultiArch-compatible systems (such as
Ubuntu 11 and later) without setting the linker path.

[6] The TurboJPEG Java wrapper should now find the JNI library on Mac systems
without having to pass -Djava.library.path=/usr/lib to java.

[7] TJBench has been ported to Java to provide a convenient way of validating the performance of the TurboJPEG Java API. It can be run with 'java -cp turbojpeg.jar TJBench'.

[8] cjpeg can now be used to generate JPEG files with the RGB colorspace (feature ported from jpeg-8d.)

[9] The width and height in the -crop argument passed to jpegtran can now be suffixed with "f" to indicate that, when the upper left corner of the cropping region is automatically moved to the nearest iMCU boundary, the bottom right corner should be moved by the same amount. In other words, this feature causes jpegtran to strictly honor the specified width/height rather than the specified bottom right corner (feature ported from jpeg-8d.)

[10] JPEG files using the RGB colorspace can now be decompressed into grayscale images (feature ported from jpeg-8d.)

[11] Fixed a regression caused by 1.2.1[7] whereby the build would fail with multiple "Mismatch in operand sizes" errors when attempting to build the x86 SIMD code with NASM 0.98.

[12] The in-memory source/destination managers (jpeg_mem_src() and jpeg_mem_dest()) are now included by default when building libjpeg-turbo with libjpeg v6b or v7 emulation, so that programs can take advantage of these functions without requiring the use of the backward-incompatible libjpeg v8 ABI. The "age number" of the libjpeg-turbo library on Un*x systems has been incremented by 1 to reflect this. You can disable this feature with a configure/CMake switch in order to retain strict API/ABI compatibility with the libjpeg v6b or v7 API/ABI (or with previous versions of libjpeg-turbo.) See README-turbo.txt for more details.

[13] Added ARM v7s architecture to libjpeg.a and libturbojpeg.a in the official libjpeg-turbo binary package for OS X, so that those libraries can be used to build applications that leverage the faster CPUs in the iPhone 5 and iPad 4.

1.2.1
=====

[1] Creating or decoding a JPEG file that uses the RGB colorspace should now properly work when the input or output colorspace is one of the libjpeg-turbo colorspace extensions.

[2] When libjpeg-turbo was built without SIMD support and merged (non-fancy) upsampling was used along with an alpha-enabled colorspace during decompression, the unused byte of the decompressed pixels was not being set to
0xFF. This has been fixed. TJUnitTest has also been extended to test for the correct behavior of the colorspace extensions when merged upsampling is used.

[3] Fixed a bug whereby the libjpeg-turbo SSE2 SIMD code would not preserve the upper 64 bits of xmm6 and xmm7 on Win64 platforms, which violated the Win64 calling conventions.

[4] Fixed a regression caused by 1.2.0[6] whereby decompressing corrupt JPEG images (specifically, images in which the component count was erroneously set to a large value) would cause libjpeg-turbo to segfault.

[5] Worked around a severe performance issue with "Bobcat" (AMD Embedded APU) processors. The MASKMOVQ instruction, which was used by the libjpeg-turbo SSE2 SIMD code, is apparently implemented in microcode on AMD processors, and it is painfully slow on Bobcat processors in particular. Eliminating the use of this instruction improved performance by an order of magnitude on Bobcat processors and by a small amount (typically 5%) on AMD desktop processors.

[6] Added SIMD acceleration for performing 4:2:2 upsampling on NEON-capable ARM platforms. This speeds up the decompression of 4:2:2 JPEGs by 20-25% on such platforms.

[7] Fixed a regression caused by 1.2.0[2] whereby, on Linux/x86 platforms running the 32-bit SSE2 SIMD code in libjpeg-turbo, decompressing a 4:2:0 or 4:2:2 JPEG image into a 32-bit (RGBX, BGRX, etc.) buffer without using fancy upsampling would produce several incorrect columns of pixels at the right-hand side of the output image if each row in the output image was not evenly divisible by 16 bytes.

[8] Fixed an issue whereby attempting to build the SIMD extensions with Xcode 4.3 on OS X platforms would cause NASM to return numerous errors of the form "'%define' expects a macro identifier".

[9] Added flags to the TurboJPEG API that allow the caller to force the use of either the fast or the accurate DCT/IDCT algorithms in the underlying codec.

1.2.0
=====

[1] Fixed build issue with YASM on Unix systems (the libjpeg-turbo build system was not adding the current directory to the assembler include path, so YASM was not able to find jsimd.cfg.inc.)

[2] Fixed out-of-bounds read in SSE2 SIMD code that occurred when decompressing a JPEG image to a bitmap buffer whose size was not a multiple of 16 bytes. This was more of an annoyance than an actual bug, since it did not cause any actual run-time problems, but the issue showed up when running libjpeg-turbo in
valgrind. See http://crbug.com/72399 for more information.

[3] Added a compile-time macro (LIBJPEG_TURBO_VERSION) that can be used to check the version of libjpeg-turbo against which an application was compiled.

[4] Added new RGBA/BGRA/ABGR/ARGB colorspace extension constants (libjpeg API) and pixel formats (TurboJPEG API), which allow applications to specify that, when decompressing to a 4-component RGB buffer, the unused byte should be set to 0xFF so that it can be interpreted as an opaque alpha channel.

[5] Fixed regression issue whereby DevIL failed to build against libjpeg-turbo because libjpeg-turbo's distributed version of jconfig.h contained an INLINE macro, which conflicted with a similar macro in DevIL. This macro is used only internally when building libjpeg-turbo, so it was moved into config.h.

[6] libjpeg-turbo will now correctly decompress erroneous CMYK/YCCK JPEGs whose K component is assigned a component ID of 1 instead of 4. Although these files are in violation of the spec, other JPEG implementations handle them correctly.

[7] Added ARM v6 and ARM v7 architectures to libjpeg.a and libturbojpeg.a in the official libjpeg-turbo binary package for OS X, so that those libraries can be used to build both OS X and iOS applications.

1.1.90 (1.2 beta1)
==================

[1] Added a Java wrapper for the TurboJPEG API. See java/README for more details.

[2] The TurboJPEG API can now be used to scale down images during decompression.

[3] Added SIMD routines for RGB-to-grayscale color conversion, which significantly improves the performance of grayscale JPEG compression from an RGB source image.

[4] Improved the performance of the C color conversion routines, which are used on platforms for which SIMD acceleration is not available.

[5] Added a function to the TurboJPEG API that performs lossless transforms. This function is implemented using the same back end as jpegtran, but it performs transcoding entirely in memory and allows multiple transforms and/or crop operations to be batched together, so the source coefficients only need to be read once. This is useful when generating image tiles from a single source JPEG.
[6] Added tests for the new TurboJPEG scaled decompression and lossless transform features to tjbench (the TurboJPEG benchmark, formerly called "jpgtest").

[7] Added support for 4:4:0 (transposed 4:2:2) subsampling in TurboJPEG, which was necessary in order for it to read 4:2:2 JPEG files that had been losslessly transposed or rotated 90 degrees.

[8] All legacy VirtualGL code has been re-factored, and this has allowed libjpeg-turbo, in its entirety, to be re-licensed under a BSD-style license.

[9] libjpeg-turbo can now be built with YASM.

[10] Added SIMD acceleration for ARM Linux and iOS platforms that support NEON instructions.

[11] Refactored the TurboJPEG C API and documented it using Doxygen. The TurboJPEG 1.2 API uses pixel formats to define the size and component order of the uncompressed source/destination images, and it includes a more efficient version of TJBUFSIZE() that computes a worst-case JPEG size based on the level of chrominance subsampling. The refactored implementation of the TurboJPEG API now uses the libjpeg memory source and destination managers, which allows the TurboJPEG compressor to grow the JPEG buffer as necessary.

[12] Eliminated errors in the output of jpegtran on Windows that occurred when the application was invoked using I/O redirection (jpegtran <input.jpg >output.jpg).

[13] The inclusion of libjpeg v7 and v8 emulation as well as arithmetic coding support in libjpeg-turbo v1.1.0 introduced several new error constants in jerror.h, and these were mistakenly enabled for all emulation modes, causing the error enum in libjpeg-turbo to sometimes have different values than the same enum in libjpeg. This represents an ABI incompatibility, and it caused problems with rare applications that took specific action based on a particular error value. The fix was to include the new error constants conditionally based on whether libjpeg v7 or v8 emulation was enabled.

[14] Fixed an issue whereby Windows applications that used libjpeg-turbo would fail to compile if the Windows system headers were included before jpeglib.h. This issue was caused by a conflict in the definition of the INT32 type.

[15] Fixed 32-bit supplementary package for amd64 Debian systems, which was broken by enhancements to the packaging system in 1.1.

[16] When decompressing a JPEG image using an output colorspace of JCS_EXT_RGBX, JCS_EXT_BGRX, JCS_EXT_XBGR, or JCS_EXT_XRGB, libjpeg-turbo will now set the unused byte to 0xFF, which allows applications to interpret that byte as an alpha channel (0xFF = opaque).
1.1.1
=====

[1] Fixed a 1-pixel error in row 0, column 21 of the luminance plane generated by tjEncodeYUV().

[2] libjpeg-turbo's accelerated Huffman decoder previously ignored unexpected markers found in the middle of the JPEG data stream during decompression. It will now hand off decoding of a particular block to the unaccelerated Huffman decoder if an unexpected marker is found, so that the unaccelerated Huffman decoder can generate an appropriate warning.

[3] Older versions of MinGW64 prefixed symbol names with underscores by default, which differed from the behavior of 64-bit Visual C++. MinGW64 1.0 has adopted the behavior of 64-bit Visual C++ as the default, so to accommodate this, the libjpeg-turbo SIMD function names are no longer prefixed with an underscore when building with MinGW64. This means that, when building libjpeg-turbo with older versions of MinGW64, you will now have to add -fno-leading-underscore to the CFLAGS.

[4] Fixed a regression bug in the NSIS script that caused the Windows installer build to fail when using the Visual Studio IDE.

[5] Fixed a bug in jpeg_read_coefficients() whereby it would not initialize cinfo->image_width and cinfo->image_height if libjpeg v7 or v8 emulation was enabled. This specifically caused the jpegoptim program to fail if it was linked against a version of libjpeg-turbo that was built with libjpeg v7 or v8 emulation.


[7] Eliminated errors in the output of cjpeg on Windows that occurred when the application was invoked using I/O redirection (cjpeg <inputfile >output.jpg).

1.1.0
=====

[1] The algorithm used by the SIMD quantization function cannot produce correct results when the JPEG quality is >= 98 and the fast integer forward DCT is used. Thus, the non-SIMD quantization function is now used for those cases, and libjpeg-turbo should now produce identical output to libjpeg v6b in all cases.

[2] Despite the above, the fast integer forward DCT still degrades somewhat for
JPEG qualities greater than 95, so the TurboJPEG wrapper will now automatically use the slow integer forward DCT when generating JPEG images of quality 96 or greater. This reduces compression performance by as much as 15% for these high-quality images but is necessary to ensure that the images are perceptually lossless. It also ensures that the library can avoid the performance pitfall created by [1].

[3] Ported jpgtest.cxx to pure C to avoid the need for a C++ compiler.


[5] The Windows distribution packages now include the libjpeg run-time programs (cjpeg, etc.)

[6] All packages now include jpgtest.


[8] Added two new TurboJPEG API functions, tjEncodeYUV() and tjDecompressToYUV(), to replace the somewhat hackish TJ_YUV flag.

1.0.90 (1.1 beta1)
==============

[1] Added emulation of the libjpeg v7 and v8 APIs and ABIs. See README-turbo.txt for more details. This feature was sponsored by CamTrace SAS.


[3] Grayscale bitmaps can now be compressed from/decompressed to using the TurboJPEG API.

[4] jpgtest can now be used to test decompression performance with existing JPEG images.

[5] If the default install prefix (/opt/libjpeg-turbo) is used, then 'make install' now creates /opt/libjpeg-turbo/lib32 and /opt/libjpeg-turbo/lib64 sym links to duplicate the behavior of the binary packages.

[6] All symbols in the libjpeg-turbo dynamic library are now versioned, even when the library is built with libjpeg v6b emulation.

[7] Added arithmetic encoding and decoding support (can be disabled with configure or CMake options)
[8] Added a TJ_YUV flag to the TurboJPEG API, which causes both the compressor and decompressor to output planar YUV images.

[9] Added an extended version of tjDecompressHeader() to the TurboJPEG API, which allows the caller to determine the type of subsampling used in a JPEG image.

[10] Added further protections against invalid Huffman codes.

1.0.1
=====

[1] The Huffman decoder will now handle erroneous Huffman codes (for instance, from a corrupt JPEG image.) Previously, these would cause libjpeg-turbo to crash under certain circumstances.

[2] Fixed typo in SIMD dispatch routines that was causing 4:2:2 upsampling to be used instead of 4:2:0 when decompressing JPEG images using SSE2 code.

[3] configure script will now automatically determine whether the INCOMPLETE_TYPES_BROKEN macro should be defined.

1.0.0
=====

[1] 2983700: Further FreeBSD build tweaks (no longer necessary to specify --host when configuring on a 64-bit system)

[2] Created symlinks in the Unix/Linux packages so that the TurboJPEG include file can always be found in /opt/libjpeg-turbo/include, the 32-bit static libraries can always be found in /opt/libjpeg-turbo/lib32, and the 64-bit static libraries can always be found in /opt/libjpeg-turbo/lib64.

[3] The Unix/Linux distribution packages now include the libjpeg run-time programs (cjpeg, etc.) and man pages.


[6] Include distribution package for Cygwin

[7] No longer necessary to specify --without-simd on non-x86 architectures, and unit tests now work on those architectures.
0.0.93
======

[1] 2982659, Fixed x86-64 build on FreeBSD systems
[2] 2988188: Added support for Windows 64-bit systems

0.0.91
======

[1] Added documentation to .deb packages
[2] 2968313: Fixed data corruption issues when decompressing large JPEG images and/or using buffered I/O with the libjpeg-turbo decompressor

0.0.90
======

Initial release

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/ChangeLog.txt
No license file was found, but licenses were detected in source scan.

/*
 * jsimd_i386.c
 *
 * Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
 * Copyright 2009-2011 D. R. Commander
 *
 * Based on the x86 SIMD extension for IJG JPEG library,
 * Copyright (C) 1999-2006, MIYASAKA Masaru.
 * For conditions of distribution and use, see copyright notice in jsimdext.inc
 *
 * This file contains the interface between the "normal" portions
 * of the library and the SIMD implementations when running on a
 * 32-bit x86 architecture.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd_i386.c
No license file was found, but licenses were detected in source scan.

/*
 * jdmainct.c
 *
 * This file was part of the Independent JPEG Group's software:
 * Copyright (C) 1994-1996, Thomas G. Lane.
 * Modifications:
 * Copyright (C) 2010, D. R. Commander.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the main buffer controller for decompression.
 * The main buffer lies between the JPEG decompressor proper and the
 * post-processor; it holds downsampled data in the JPEG colorspace.
 *
 * Note that this code is bypassed in raw-data mode, since the application
 * supplies the equivalent of the main buffer in that case.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jdmainct.c
No license file was found, but licenses were detected in source scan.

/*
 * jinclude.h
 *
 * Copyright (C) 1991-1994, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file exists to provide a single place to fix any problems with
 * including the wrong system include files. (Common problems are taken
 * care of by the standard jconfig symbols, but on really weird systems
 * you may have to edit this file.)
 *
 * NOTE: this file is NOT intended to be included by applications using the
 * JPEG library. Most applications need only include jpeglib.h.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jinclude.h
No license file was found, but licenses were detected in source scan.

/*
 * rdgif.c
 */
* Copyright (C) 1991-1997, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to read input images in GIF format.
*
*****************************************************************************
* NOTE: to avoid entanglements with Unisys' patent on LZW compression,
* the ability to read GIF files has been removed from the IJG distribution.
* Sorry about that.
*****************************************************************************
*
* We are required to state that
* "The Graphics Interchange Format(c) is the Copyright property of
* CompuServe Incorporated. GIF(sm) is a Service Mark property of
* CompuServe Incorporated."
*
Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdgif.c
No license file was found, but licenses were detected in source scan.

/ *
* simd/jsimd.h
 *
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2011 D. R. Commander
*
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
*
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd.h
No license file was found, but licenses were detected in source scan.

/ *
* rdswitch.c
 *
* This file was part of the Independent JPEG Group's software:
* Copyright (C) 1991-1996, Thomas G. Lane.
* Modifications:
* Copyright (C) 2010, D. R. Commander.
* For conditions of distribution and use, see the accompanying README file.
* This file contains routines to process some of cjpeg's more complicated
* command-line switches. Switches processed here are:
*  -qtables file	Read quantization tables from text file
*  -scans file	Read scan script from text file
*  -quality N[,N,...]Set quality ratings
*  -qslots N[,N,...]Set component quantization table selectors
*  -sample HxV[,HxV,...]Set component sampling factors
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/rdswitch.c
No license file was found, but licenses were detected in source scan.

; jcolsamp.inc - private declarations for color conversion & up/downsampling
;
; Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
;
; Based on
; x86 SIMD extension for IJG JPEG library
; Copyright (C) 1999-2006, MIYASAKA Masaru.
; For conditions of distribution and use, see copyright notice in jsimdext.inc
;
; [TAB8]

; pseudo-resisters to make ordering of RGB configurable
;
%if RGB_RED == 0
%define mmA mm0
%define mmB mm1
%define xmmA xmm0
%define xmmB xmm1
%elif RGB_GREEN == 0
%define mmA mm2
%define mmB mm3
%define xmmA xmm2
%define xmmB xmm3
%elif RGB_BLUE == 0
%define mmA mm4
%define mmB mm5
%define xmmA xmm4
%define xmmB xmm5
%else
%define mmA mm6

---
%define mmB mm7
%define xmmA xmm6
%define xmmB xmm7
%endif

%if RGB_RED == 1
%define mmC mm0
%define mmD mm1
%define xmmC xmm0
%define xmmD xmm1
%elif RGB_GREEN == 1
%define mmC mm2
%define mmD mm3
%define xmmC xmm2
%define xmmD xmm3
%elif RGB_BLUE == 1
%define mmC mm4
%define mmD mm5
%define xmmC xmm4
%define xmmD xmm5
%else
%define mmC mm6
%define mmD mm7
%define xmmC xmm6
%define xmmD xmm7
%endif

%if RGB_RED == 2
%define mmE mm0
%define mmF mm1
%define xmmE xmm0
%define xmmF xmm1
%elif RGB_GREEN == 2
%define mmE mm2
%define mmF mm3
%define xmmE xmm2
%define xmmF xmm3
%elif RGB_BLUE == 2
%define mmE mm4
%define mmF mm5
%define xmmE xmm4
%define xmmF xmm5
%else
%define mmE mm6
%define mmF mm7
%define xmmE xmm6
%define xmmF xmm7
%endif
%if RGB_RED == 3
%define mmG mm0
%define mmH mm1
%define xmmG xmm0
%define xmmH xmm1
%elif RGB_GREEN == 3
%define mmG mm2
%define mmH mm3
%define xmmG xmm2
%define xmmH xmm3
%elif RGB_BLUE == 3
%define mmG mm4
%define mmH mm5
%define xmmG xmm4
%define xmmH xmm5
%else
%define mmG mm6
%define mmH mm7
%define xmmG xmm6
%define xmmH xmm7
%endif

; ------------------------------------------------------------------------------------------------

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jcolsamp.inc

No license file was found, but licenses were detected in source scan.

/*
 * writarga.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in Targa format.
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 *
 * Based on code contributed by Lee Daniel Crocker.
 */

Found in path(s):
/*
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 * This file contains routines to write output images in GIF format.
 *
**************************************************************************
* NOTE: to avoid entanglements with Unisys' patent on LZW compression, *
* this code has been modified to output "uncompressed GIF" files.        *
* There is no trace of the LZW algorithm in this file.                   *
**************************************************************************
*
* These routines may need modification for non-Unix environments or *
* specialized applications. As they stand, they assume output to *
* an ordinary stdio stream.
*/
/*
* This code is loosely based on ppmtogif from the PBMPLUS distribution
* of Feb. 1991. That file contains the following copyright notice:
* Based on GIFENCODE by David Rowley <mgardi@watdscu.waterloo.edu>.
* Lempel-Ziv compression based on "compress" by Spencer W. Thomas et al.
* Copyright (C) 1989 by Jef Poskanzer.
* Permission to use, copy, modify, and distribute this software and its
* documentation for any purpose and without fee is hereby granted, provided
* that the above copyright notice appear in all copies and that both that
* copyright notice and this permission notice appear in supporting
* documentation. This software is provided "as is" without express or
* implied warranty.
* We are also required to state that
* "The Graphics Interchange Format(c) is the Copyright property of
* CompuServe Incorporated. GIF(sm) is a Service Mark property of
* CompuServe Incorporated.”
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrgif.c

No license file was found, but licenses were detected in source scan.

USING THE IJG JPEG LIBRARY
This file was part of the Independent JPEG Group's software: Copyright (C) 1994-2011, Thomas G. Lane, Guido Vollbeding. Modifications: Copyright (C) 2010, D. R. Commander. For conditions of distribution and use, see the accompanying README file.

This file describes how to use the IJG JPEG library within an application program. Read it if you want to write a program that uses the library.

The file example.c provides heavily commented skeleton code for calling the JPEG library. Also see jpeglib.h (the include file to be used by application programs) for full details about data structures and function parameter lists. The library source code, of course, is the ultimate reference.

Note that there have been *major* changes from the application interface presented by IJG version 4 and earlier versions. The old design had several inherent limitations, and it had accumulated a lot of cruft as we added features while trying to minimize application-interface changes. We have sacrificed backward compatibility in the version 5 rewrite, but we think the improvements justify this.

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You should read at least the overview and basic usage sections before trying to program with the library. The sections on advanced features can be read if and when you need them.

OVERVIEW
========

Functions provided by the library
---------------------------------

The IJG JPEG library provides C code to read and write JPEG-compressed image files. The surrounding application program receives or supplies image data a scanline at a time, using a straightforward uncompressed image format. All details of color conversion and other preprocessing/postprocessing can be handled by the library.

The library includes a substantial amount of code that is not covered by the JPEG standard but is necessary for typical applications of JPEG. These functions preprocess the image before JPEG compression or postprocess it after decompression. They include colorspace conversion, downsampling/upsampling, and color quantization. The application indirectly selects use of this code by specifying the format in which it wishes to supply or receive image data. For example, if colormapped output is requested, then the decompression library automatically invokes color quantization.

A wide range of quality vs. speed tradeoffs are possible in JPEG processing, and even more so in decompression postprocessing. The decompression library provides multiple implementations that cover most of the useful tradeoffs, ranging from very-high-quality down to fast-preview operation. On the compression side we have generally not provided low-quality choices, since compression is normally less time-critical. It should be understood that the low-quality modes may not meet the JPEG standard's accuracy requirements; nonetheless, they are useful for viewers.

A word about functions *not* provided by the library. We handle a subset of the ISO JPEG standard; most baseline, extended-sequential, and progressive JPEG processes are supported. (Our subset includes all features now in common use.) Unsupported ISO options include:

* Hierarchical storage
* Lossless JPEG
* DNL marker
* Nonintegral subsampling ratios

We support both 8- and 12-bit data precision, but this is a compile-time choice rather than a run-time choice; hence it is difficult to use both precisions in a single application.

By itself, the library handles only interchange JPEG datastreams --- in particular the widely used JFIF file format. The library can be used by surrounding code to process interchange or abbreviated JPEG datastreams that are embedded in more complex file formats. (For example, this library is used by the free LIBTIFF library to support JPEG compression in TIFF.)

Outline of typical usage
------------------------

The rough outline of a JPEG compression operation is:

Allocate and initialize a JPEG compression object
Specify the destination for the compressed data (eg, a file)
Set parameters for compression, including image size & colorspace
jpeg_start_compress(...);
while (scan lines remain to be written)
jpeg_write_scanlines(...);
jpeg_finish_compress(...);
Release the JPEG compression object

A JPEG compression object holds parameters and working state for the JPEG library. We make creation/destruction of the object separate from starting or finishing compression of an image; the same object can be re-used for a series of image compression operations. This makes it easy to re-use the same parameter settings for a sequence of images. Re-use of a JPEG object also has important implications for processing abbreviated JPEG datastreams, as discussed later.

The image data to be compressed is supplied to jpeg_write_scanlines() from in-memory buffers. If the application is doing file-to-file compression, reading image data from the source file is the application's responsibility. The library emits compressed data by calling a "data destination manager", which typically will write the data into a file; but the application can provide its own destination manager to do something else.

Similarly, the rough outline of a JPEG decompression operation is:

Allocate and initialize a JPEG decompression object
Specify the source of the compressed data (eg, a file)
Call jpeg_read_header() to obtain image info
Set parameters for decompression
jpeg_start_decompress(...);
while (scan lines remain to be read)
jpeg_read_scanlines(...);
jpeg_finish_decompress(...);
Release the JPEG decompression object

This is comparable to the compression outline except that reading the
datastream header is a separate step. This is helpful because information
about the image's size, colorspace, etc is available when the application
selects decompression parameters. For example, the application can choose an
output scaling ratio that will fit the image into the available screen size.

The decompression library obtains compressed data by calling a data source
manager, which typically will read the data from a file; but other behaviors
can be obtained with a custom source manager. Decompressed data is delivered
into in-memory buffers passed to jpeg_read_scanlines().

It is possible to abort an incomplete compression or decompression operation
by calling jpeg_abort(); or, if you do not need to retain the JPEG object,
simply release it by calling jpeg_destroy().

JPEG compression and decompression objects are two separate struct types.
However, they share some common fields, and certain routines such as
jpeg_destroy() can work on either type of object.

The JPEG library has no static variables: all state is in the compression
or decompression object. Therefore it is possible to process multiple
compression and decompression operations concurrently, using multiple JPEG
objects.

Both compression and decompression can be done in an incremental memory-to-
memory fashion, if suitable source/destination managers are used. See the
section on "I/O suspension" for more details.

BASIC LIBRARY USAGE
====================

Data formats
------------

Before diving into procedural details, it is helpful to understand the
image data format that the JPEG library expects or returns.

The standard input image format is a rectangular array of pixels, with each
pixel having the same number of "component" or "sample" values (color
channels). You must specify how many components there are and the colorspace
interpretation of the components. Most applications will use RGB data
PLEASE NOTE THAT RGB DATA IS THREE SAMPLES PER PIXEL, GRAYSCALE ONLY ONE.

A remarkable number of people manage to miss this, only to find that their programs don't work with grayscale JPEG files.

There is no provision for colormapped input. JPEG files are always full-color or full grayscale (or sometimes another colorspace such as CMYK). You can feed in a colormapped image by expanding it to full-color format. However, JPEG often doesn't work very well with source data that has been colormapped, because of dithering noise. This is discussed in more detail in the JPEG FAQ and the other references mentioned in the README file.

Pixels are stored by scanlines, with each scanline running from left to right. The component values for each pixel are adjacent in the row; for example, R,G,B,R,G,B,R,G,B,... for 24-bit RGB color. Each scanline is an array of data type JSAMPLE --- which is typically "unsigned char", unless you've changed jmorecfg.h. (You can also change the RGB pixel layout, say to B,G,R order, by modifying jmorecfg.h. But see the restrictions listed in that file before doing so.)

A 2-D array of pixels is formed by making a list of pointers to the starts of scanlines; so the scanlines need not be physically adjacent in memory. Even if you process just one scanline at a time, you must make a one-element pointer array to conform to this structure. Pointers to JSAMPLE rows are of type JSAMPROW, and the pointer to the pointer array is of type JSAMPARRAY.

The library accepts or supplies one or more complete scanlines per call. It is not possible to process part of a row at a time. Scanlines are always processed top-to-bottom. You can process an entire image in one call if you have it all in memory, but usually it's simplest to process one scanline at a time.

For best results, source data values should have the precision specified by BITS_IN_JSAMPLE (normally 8 bits). For instance, if you choose to compress data that's only 6 bits/channel, you should left-justify each value in a byte before passing it to the compressor. If you need to compress data that has more than 8 bits/channel, compile with BITS_IN_JSAMPLE = 12.

The data format returned by the decompressor is the same in all details, except that colormapped output is supported. (Again, a JPEG file is never colormapped. But you can ask the decompressor to perform on-the-fly color quantization to deliver colormapped output.) If you request colormapped output then the returned data array contains a single JSAMPLE per pixel; its value is an index into a color map. The color map is represented as a 2-D JSAMPARRAY in which each row holds the values of one color component, that is, colormap[i][j] is the value of the i'th color component for pixel
value (map index). Note that since the colormap indexes are stored in JSAMPLEs, the maximum number of colors is limited by the size of JSAMPLE (i.e., at most 256 colors for an 8-bit JPEG library).

Compression details

---------------------

Here we revisit the JPEG compression outline given in the overview.

1. Allocate and initialize a JPEG compression object.

A JPEG compression object is a "struct jpeg_compress_struct". (It also has a bunch of subsidiary structures which are allocated via malloc(), but the application doesn't control those directly.) This struct can be just a local variable in the calling routine, if a single routine is going to execute the whole JPEG compression sequence. Otherwise it can be static or allocated from malloc().

You will also need a structure representing a JPEG error handler. The part of this that the library cares about is a "struct jpeg_error_mgr". If you are providing your own error handler, you'll typically want to embed the jpeg_error_mgr struct in a larger structure; this is discussed later under "Error handling". For now we'll assume you are just using the default error handler. The default error handler will print JPEG error/warning messages on stderr, and it will call exit() if a fatal error occurs.

You must initialize the error handler structure, store a pointer to it into the JPEG object's "err" field, and then call jpeg_create_compress() to initialize the rest of the JPEG object.

Typical code for this step, if you are using the default error handler, is

```c
struct jpeg_compress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_compress(&cinfo);
```

jpeg_create_compress allocates a small amount of memory, so it could fail if you are out of memory. In that case it will exit via the error handler; that's why the error handler must be initialized first.

2. Specify the destination for the compressed data (e.g., a file).

As previously mentioned, the JPEG library delivers compressed data to a "data destination" module. The library includes one data destination
module which knows how to write to a stdio stream. You can use your own
destination module if you want to do something else, as discussed later.

If you use the standard destination module, you must open the target stdio
stream beforehand. Typical code for this step looks like:

```c
FILE * outfile;
...
if ((outfile = fopen(filename, "wb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_dest(&cinfo, outfile);
```

where the last line invokes the standard destination module.

**WARNING:** it is critical that the binary compressed data be delivered to the
output file unchanged. On non-Unix systems the stdio library may perform
newline translation or otherwise corrupt binary data. To suppress this
behavior, you may need to use a "b" option to fopen (as shown above), or use
setmode() or another routine to put the stdio stream in binary mode. See
cjpeg.c and djpeg.c for code that has been found to work on many systems.

You can select the data destination after setting other parameters (step 3),
if that's more convenient. You may not change the destination between
calling jpeg_start_compress() and jpeg_finish_compress().

3. Set parameters for compression, including image size & colorspace.

You must supply information about the source image by setting the following
fields in the JPEG object (cinfo structure):

- `image_width`: Width of image, in pixels
- `image_height`: Height of image, in pixels
- `input_components`: Number of color channels (samples per pixel)
- `in_color_space`: Color space of source image

The image dimensions are, hopefully, obvious. JPEG supports image dimensions
of 1 to 64K pixels in either direction. The input color space is typically
RGB or grayscale, and `input_components` is 3 or 1 accordingly. (See "Special
color spaces", later, for more info.) The `in_color_space` field must be
assigned one of the J_COLOR_SPACE enum constants, typically JCS_RGB or
JCS_GRAYSCALE.

JPEG has a large number of compression parameters that determine how the
image is encoded. Most applications don't need or want to know about all
these parameters. You can set all the parameters to reasonable defaults by
calling jpeg_set_defaults(); then, if there are particular values you want to change, you can do so after that. The "Compression parameter selection" section tells about all the parameters.

You must set in_color_space correctly before calling jpeg_set_defaults(), because the defaults depend on the source image colorspace. However the other three source image parameters need not be valid until you call jpeg_start_compress(). There's no harm in calling jpeg_set_defaults() more than once, if that happens to be convenient.

Typical code for a 24-bit RGB source image is

```c
    cinfo.image_width = Width; /* image width and height, in pixels */
    cinfo.image_height = Height;
    cinfo.input_components = 3; /* # of color components per pixel */
    cinfo.in_color_space = JCS_RGB; /* colorspace of input image */

    jpeg_set_defaults(&cinfo);
    /* Make optional parameter settings here */
```

4. jpeg_start_compress(...);

After you have established the data destination and set all the necessary source image info and other parameters, call jpeg_start_compress() to begin a compression cycle. This will initialize internal state, allocate working storage, and emit the first few bytes of the JPEG datastream header.

Typical code:

```c
    jpeg_start_compress(&cinfo, TRUE);
```

The "TRUE" parameter ensures that a complete JPEG interchange datastream will be written. This is appropriate in most cases. If you think you might want to use an abbreviated datastream, read the section on abbreviated datastreams, below.

Once you have called jpeg_start_compress(), you may not alter any JPEG parameters or other fields of the JPEG object until you have completed the compression cycle.

5. while (scan lines remain to be written)
jpeg_write_scanlines(...);

Now write all the required image data by calling jpeg_write_scanlines() one or more times. You can pass one or more scanlines in each call, up to the total image height. In most applications it is convenient to pass
just one or a few scanlines at a time. The expected format for the passed
data is discussed under "Data formats", above.

Image data should be written in top-to-bottom scanline order. The JPEG spec
contains some weasel wording about how top and bottom are application-defined
terms (a curious interpretation of the English language...) but if you want
your files to be compatible with everyone else’s, you WILL use top-to-bottom
order. If the source data must be read in bottom-to-top order, you can use
the JPEG library's virtual array mechanism to invert the data efficiently.
Examples of this can be found in the sample application cjpeg.

The library maintains a count of the number of scanlines written so far
in the next_scanline field of the JPEG object. Usually you can just use
this variable as the loop counter, so that the loop test looks like
"while (cinfo.next_scanline < cinfo.image_height)".

Code for this step depends heavily on the way that you store the source data.
example.c shows the following code for the case of a full-size 2-D source
array containing 3-byte RGB pixels:

```c
JSAMPROW row_pointer[1]; /* pointer to a single row */
int row_stride; /* physical row width in buffer */
row_stride = image_width * 3; /* JSAMPLEs per row in image_buffer */

while (cinfo.next_scanline < cinfo.image_height) {
    row_pointer[0] = &image_buffer[cinfo.next_scanline * row_stride];
    jpeg_write_scanlines(&cinfo, row_pointer, 1);
}
```

jpeg_write_scanlines() returns the number of scanlines actually written.
This will normally be equal to the number passed in, so you can usually
ignore the return value. It is different in just two cases:
* If you try to write more scanlines than the declared image height,
  the additional scanlines are ignored.
* If you use a suspending data destination manager, output buffer overrun
  will cause the compressor to return before accepting all the passed lines.
  This feature is discussed under "I/O suspension", below. The normal
  stdio destination manager will NOT cause this to happen.
In any case, the return value is the same as the change in the value of
next_scanline.

6. jpeg_finish_compress(...);

After all the image data has been written, call jpeg_finish_compress() to
complete the compression cycle. This step is ESSENTIAL to ensure that the
last bufferload of data is written to the data destination.
jpeg_finish_compress() also releases working memory associated with the JPEG object.

Typical code:

```c
jpeg_finish_compress(&cinfo);
```

If using the stdio destination manager, don't forget to close the output stdio stream (if necessary) afterwards.

If you have requested a multi-pass operating mode, such as Huffman code optimization, jpeg_finish_compress() will perform the additional passes using data buffered by the first pass. In this case jpeg_finish_compress() may take quite a while to complete. With the default compression parameters, this will not happen.

It is an error to call jpeg_finish_compress() before writing the necessary total number of scanlines. If you wish to abort compression, call jpeg_abort() as discussed below.

After completing a compression cycle, you may dispose of the JPEG object as discussed next, or you may use it to compress another image. In that case return to step 2, 3, or 4 as appropriate. If you do not change the destination manager, the new datastream will be written to the same target. If you do not change any JPEG parameters, the new datastream will be written with the same parameters as before. Note that you can change the input image dimensions freely between cycles, but if you change the input colorspace, you should call jpeg_set_defaults() to adjust for the new colorspace; and then you'll need to repeat all of step 3.

7. Release the JPEG compression object.

When you are done with a JPEG compression object, destroy it by calling jpeg_destroy_compress(). This will free all subsidiary memory (regardless of the previous state of the object). Or you can call jpeg_destroy(), which works for either compression or decompression objects --- this may be more convenient if you are sharing code between compression and decompression cases. (Actually, these routines are equivalent except for the declared type of the passed pointer. To avoid gripes from ANSI C compilers, jpeg_destroy() should be passed a j_common_ptr.)

If you allocated the jpeg_compress_struct structure from malloc(), freeing it is your responsibility --- jpeg_destroy() won't. Ditto for the error handler structure.

Typical code:
8. Aborting.

If you decide to abort a compression cycle before finishing, you can clean up in either of two ways:

* If you don't need the JPEG object any more, just call jpeg_destroy_compress() or jpeg_destroy() to release memory. This is legitimate at any point after calling jpeg_create_compress() --- in fact, it's safe even if jpeg_create_compress() fails.

* If you want to re-use the JPEG object, call jpeg_abort_compress(), or call jpeg_abort() which works on both compression and decompression objects. This will return the object to an idle state, releasing any working memory. jpeg_abort() is allowed at any time after successful object creation.

Note that cleaning up the data destination, if required, is your responsibility; neither of these routines will call term_destination(). (See "Compressed data handling", below, for more about that.)

jpeg_destroy() and jpeg_abort() are the only safe calls to make on a JPEG object that has reported an error by calling error_exit (see "Error handling" for more info). The internal state of such an object is likely to be out of whack. Either of these two routines will return the object to a known state.

Decompression details
-----------------------

Here we revisit the JPEG decompression outline given in the overview.

1. Allocate and initialize a JPEG decompression object.

This is just like initialization for compression, as discussed above, except that the object is a "struct jpeg_decompress_struct" and you call jpeg_create_decompress(). Error handling is exactly the same.

Typical code:

struct jpeg_decompress_struct cinfo;
struct jpeg_error_mgr jerr;
...
cinfo.err = jpeg_std_error(&jerr);
jpeg_create_decompress(&cinfo);

(Both here and in the IJG code, we usually use variable name "cinfo" for
both compression and decompression objects.)

2. Specify the source of the compressed data (eg, a file).

As previously mentioned, the JPEG library reads compressed data from a "data source" module. The library includes one data source module which knows how to read from a stdio stream. You can use your own source module if you want to do something else, as discussed later.

If you use the standard source module, you must open the source stdio stream beforehand. Typical code for this step looks like:

FILE * infile;
...
if ((infile = fopen(filename, "rb")) == NULL) {
    fprintf(stderr, "can't open %s\n", filename);
    exit(1);
}
jpeg_stdio_src(&cinfo, infile);

where the last line invokes the standard source module.

WARNING: it is critical that the binary compressed data be read unchanged. On non-Unix systems the stdio library may perform newline translation or otherwise corrupt binary data. To suppress this behavior, you may need to use a "b" option to fopen (as shown above), or use setmode() or another routine to put the stdio stream in binary mode. See cjpeg.c and djpeg.c for code that has been found to work on many systems.

You may not change the data source between calling jpeg_read_header() and jpeg_finish_decompress(). If you wish to read a series of JPEG images from a single source file, you should repeat the jpeg_read_header() to jpeg_finish_decompress() sequence without reinitializing either the JPEG object or the data source module; this prevents buffered input data from being discarded.

3. Call jpeg_read_header() to obtain image info.

Typical code for this step is just

jpeg_read_header(&cinfo, TRUE);

This will read the source datastream header markers, up to the beginning of the compressed data proper. On return, the image dimensions and other info have been stored in the JPEG object. The application may wish to consult this information before selecting decompression parameters.
More complex code is necessary if

* A suspending data source is used --- in that case jpeg_read_header() may return before it has read all the header data. See "I/O suspension", below. The normal stdio source manager will NOT cause this to happen.

* Abbreviated JPEG files are to be processed --- see the section on abbreviated datastreams. Standard applications that deal only in interchange JPEG files need not be concerned with this case either.

It is permissible to stop at this point if you just wanted to find out the image dimensions and other header info for a JPEG file. In that case, call jpeg_destroy() when you are done with the JPEG object, or call jpeg_abort() to return it to an idle state before selecting a new data source and reading another header.

4. Set parameters for decompression.

jpeg_read_header() sets appropriate default decompression parameters based on the properties of the image (in particular, its colorspace). However, you may well want to alter these defaults before beginning the decompression.

For example, the default is to produce full color output from a color file. If you want colormapped output you must ask for it. Other options allow the returned image to be scaled and allow various speed/quality tradeoffs to be selected. "Decompression parameter selection", below, gives details.

If the defaults are appropriate, nothing need be done at this step.

Note that all default values are set by each call to jpeg_read_header().

If you reuse a decompression object, you cannot expect your parameter settings to be preserved across cycles, as you can for compression.

You must set desired parameter values each time.

5. jpeg_start_decompress(...);

Once the parameter values are satisfactory, call jpeg_start_decompress() to begin decompression. This will initialize internal state, allocate working memory, and prepare for returning data.

Typical code is just

jpeg_start_decompress(&cinfo);

If you have requested a multi-pass operating mode, such as 2-pass color quantization, jpeg_start_decompress() will do everything needed before data output can begin. In this case jpeg_start_decompress() may take quite a while to complete. With a single-scan (non progressive) JPEG file and default
decompression parameters, this will not happen; jpeg_start_decompress() will return quickly.

After this call, the final output image dimensions, including any requested scaling, are available in the JPEG object; so is the selected colormap, if colormapped output has been requested. Useful fields include

- **output_width**: image width and height, as scaled
- **output_height**: number of color components in out_color_space
- **output_components**: number of color components returned per pixel
- **colormap**: the selected colormap, if any
- **actual_number_of_colors**: number of entries in colormap

- **output_components** is 1 (a colormap index) when quantizing colors; otherwise it equals **out_color_components**. It is the number of JSAMPLE values that will be emitted per pixel in the output arrays.

Typically you will need to allocate data buffers to hold the incoming image. You will need **output_width** * **output_components** JSAMPLEs per scanline in your output buffer, and a total of **output_height** scanlines will be returned.

Note: if you are using the JPEG library's internal memory manager to allocate data buffers (as djpeg does), then the manager's protocol requires that you request large buffers *before* calling jpeg_start_decompress(). This is a little tricky since the output_XXX fields are not normally valid then. You can make them valid by calling jpeg_calc_output_dimensions() after setting the relevant parameters (scaling, output color space, and quantization flag).

6. while (scan lines remain to be read)
   jpeg_read_scanlines(...);

Now you can read the decompressed image data by calling jpeg_read_scanlines() one or more times. At each call, you pass in the maximum number of scanlines to be read (ie, the height of your working buffer); jpeg_read_scanlines() will return up to that many lines. The return value is the number of lines actually read. The format of the returned data is discussed under "Data formats", above. Don't forget that grayscale and color JPEGs will return different data formats!

Image data is returned in top-to-bottom scanline order. If you must write out the image in bottom-to-top order, you can use the JPEG library's virtual array mechanism to invert the data efficiently. Examples of this can be found in the sample application djpeg.

The library maintains a count of the number of scanlines returned so far in the output_scanline field of the JPEG object. Usually you can just use
this variable as the loop counter, so that the loop test looks like
"while (cinfo.output_scanline < cinfo.output_height)". (Note that the test
should NOT be against image_height, unless you never use scaling. The
image_height field is the height of the original unscaled image.)
The return value always equals the change in the value of output_scanline.

If you don't use a suspending data source, it is safe to assume that
jpeg_read_scanlines() reads at least one scanline per call, until the
bottom of the image has been reached.

If you use a buffer larger than one scanline, it is NOT safe to assume that
jpeg_read_scanlines() fills it. (The current implementation returns only a
few scanlines per call, no matter how large a buffer you pass.) So you must
always provide a loop that calls jpeg_read_scanlines() repeatedly until the
whole image has been read.

7. jpeg_finish_decompress(...);

After all the image data has been read, call jpeg_finish_decompress() to
complete the decompression cycle. This causes working memory associated
with the JPEG object to be released.

Typical code:

jpeg_finish_decompress(&cinfo);

If using the stdio source manager, don't forget to close the source stdio
stream if necessary.

It is an error to call jpeg_finish_decompress() before reading the correct
total number of scanlines. If you wish to abort decompression, call
jpeg_abort() as discussed below.

After completing a decompression cycle, you may dispose of the JPEG object as
discussed next, or you may use it to decompress another image. In that case
return to step 2 or 3 as appropriate. If you do not change the source
manager, the next image will be read from the same source.

8. Release the JPEG decompression object.

When you are done with a JPEG decompression object, destroy it by calling
jpeg_destroy_decompress() or jpeg_destroy(). The previous discussion of
destroying compression objects applies here too.

Typical code:
jpeg_destroy_decompress(&cinfo);


You can abort a decompression cycle by calling jpeg_destroy_decompress() or jpeg_destroy() if you don't need the JPEG object any more, or jpeg_abort_decompress() or jpeg_abort() if you want to reuse the object. The previous discussion of aborting compression cycles applies here too.

Mechanics of usage: include files, linking, etc

Applications using the JPEG library should include the header file jpeglib.h to obtain declarations of data types and routines. Before including jpeglib.h, include system headers that define at least the typedefs FILE and size_t. On ANSI-conforming systems, including <stdio.h> is sufficient; on older Unix systems, you may need <sys/types.h> to define size_t.

If the application needs to refer to individual JPEG library error codes, also include jerror.h to define those symbols.

jpeglib.h indirectly includes the files jconfig.h and jmorecfg.h. If you are installing the JPEG header files in a system directory, you will want to install all four files: jpeglib.h, jerror.h, jconfig.h, jmorecfg.h.

The most convenient way to include the JPEG code into your executable program is to prepare a library file ("libjpeg.a", or a corresponding name on non-Unix machines) and reference it at your link step. If you use only half of the library (only compression or only decompression), only that much code will be included from the library, unless your linker is hopelessly brain-damaged. The supplied makefiles build libjpeg.a automatically (see install.txt).

While you can build the JPEG library as a shared library if the whim strikes you, we don't really recommend it. The trouble with shared libraries is that at some point you'll probably try to substitute a new version of the library without recompiling the calling applications. That generally doesn't work because the parameter struct declarations usually change with each new version. In other words, the library's API is *not* guaranteed binary compatible across versions; we only try to ensure source-code compatibility. (In hindsight, it might have been smarter to hide the parameter structs from applications and introduce a ton of access functions instead. Too late now, however.)

On some systems your application may need to set up a signal handler to ensure that temporary files are deleted if the program is interrupted. This is most critical if you are on MS-DOS and use the jmemdos.c memory manager back end;
it will try to grab extended memory for temp files, and that space will NOT be freed automatically. See cjpeg.c or djpeg.c for an example signal handler.

It may be worth pointing out that the core JPEG library does not actually require the stdio library: only the default source/destination managers and error handler need it. You can use the library in a stdio-less environment if you replace those modules and use jmemnobs.c (or another memory manager of your own devising). More info about the minimum system library requirements may be found in jinclude.h.

ADVANCED FEATURES
==================

Compression parameter selection
-------------------------------

This section describes all the optional parameters you can set for JPEG compression, as well as the "helper" routines provided to assist in this task. Proper setting of some parameters requires detailed understanding of the JPEG standard; if you don't know what a parameter is for, it's best not to mess with it! See REFERENCES in the README file for pointers to more info about JPEG.

It's a good idea to call jpeg_set_defaults() first, even if you plan to set all the parameters; that way your code is more likely to work with future JPEG libraries that have additional parameters. For the same reason, we recommend you use a helper routine where one is provided, in preference to twiddling cinfo fields directly.

The helper routines are:

jpeg_set_defaults (j_compress_ptr cinfo)
This routine sets all JPEG parameters to reasonable defaults, using only the input image's color space (field in_color_space, which must already be set in cinfo). Many applications will only need to use this routine and perhaps jpeg_set_quality().

jpeg_set_colorsparse (j_compress_ptr cinfo, J_COLOR_SPACE colorspace)
Sets the JPEG file's colorspace (field jpeg_color_space) as specified, and sets other color-space-dependent parameters appropriately. See "Special color spaces", below, before using this. A large number of parameters, including all per-component parameters, are set by this routine; if you want to twiddle individual parameters you should call jpeg_set_colorsparse() before rather than after.

jpeg_default_colorsparse (j_compress_ptr cinfo)
Selects an appropriate JPEG colorspace based on cinfo->in_color_space,
and calls jpeg_set_colorspace(). This is actually a subroutine of jpeg_set_defaults(). It's broken out in case you want to change just the colorspace-dependent JPEG parameters.

jpeg_set_quality (j_compress_ptr cinfo, int quality, boolean force_baseline)
Constructs JPEG quantization tables appropriate for the indicated quality setting. The quality value is expressed on the 0..100 scale recommended by IJG (cjpeg's "-quality" switch uses this routine). Note that the exact mapping from quality values to tables may change in future IJG releases as more is learned about DCT quantization. If the force_baseline parameter is TRUE, then the quantization table entries are constrained to the range 1..255 for full JPEG baseline compatibility. In the current implementation, this only makes a difference for quality settings below 25, and it effectively prevents very small/low quality files from being generated. The IJG decoder is capable of reading the non-baseline files generated at low quality settings when force_baseline is FALSE, but other decoders may not be.

jpeg_set_linear_quality (j_compress_ptr cinfo, int scale_factor, boolean force_baseline)
Same as jpeg_set_quality() except that the generated tables are the sample tables given in the JPEC spec section K.1, multiplied by the specified scale factor (which is expressed as a percentage; thus scale_factor = 100 reproduces the spec's tables). Note that larger scale factors give lower quality. This entry point is useful for conforming to the Adobe PostScript DCT conventions, but we do not recommend linear scaling as a user-visible quality scale otherwise. force_baseline again constrains the computed table entries to 1..255.

int jpeg_quality_scaling (int quality)
Converts a value on the IJG-recommended quality scale to a linear scaling percentage. Note that this routine may change or go away in future releases --- IJG may choose to adopt a scaling method that can't be expressed as a simple scalar multiplier, in which case the premise of this routine collapses. Caveat user.

jpeg_default_qtables (j_compress_ptr cinfo, boolean force_baseline)
[libjpeg v7+ API/ABI emulation only]
Set default quantization tables with linear q_scale_factor[] values (see below).

jpeg_add_quant_table (j_compress_ptr cinfo, int which_tbl, const unsigned int *basic_table, int scale_factor, boolean force_baseline)
Allows an arbitrary quantization table to be created. which_tbl indicates which table slot to fill. basic_table points to an array of 64 unsigned ints given in normal array order. These values are multiplied by scale_factor/100 and then clamped to the range 1..65535
(or to 1..255 if force_baseline is TRUE).
CAUTION: prior to library version 6a, jpeg_add_quant_table expected
the basic table to be given in JPEG zigzag order. If you need to
write code that works with either older or newer versions of this
routine, you must check the library version number. Something like
"#if JPEG_LIB_VERSION >= 61" is the right test.

jpeg_simple_progression (j_compress_ptr cinfo)
Generates a default scan script for writing a progressive-JPEG file.
This is the recommended method of creating a progressive file,
unless you want to make a custom scan sequence. You must ensure that
the JPEG color space is set correctly before calling this routine.

Compression parameters (cinfo fields) include:

J_DCT_METHOD dct_method
Selects the algorithm used for the DCT step. Choices are:
JDCT_ISLOW: slow but accurate integer algorithm
JDCT_IFAST: faster, less accurate integer method
JDCT_FLOAT: floating-point method
JDCT_DEFAULT: default method (normally JDCT_ISLOW)
JDCT_FASTEST: fastest method (normally JDCT_IFAST)
The FLOAT method is very slightly more accurate than the ISLOW method,
but may give different results on different machines due to varying
roundoff behavior. The integer methods should give the same results
on all machines. On machines with sufficiently fast FP hardware, the
floating-point method may also be the fastest. The IFAST method is
considerably less accurate than the other two; its use is not
recommended if high quality is a concern. JDCT_DEFAULT and
JDCT_FASTEST are macros configurable by each installation.

J_COLOR_SPACE jpeg_color_space
int num_components
The JPEG color space and corresponding number of components; see
"Special color spaces", below, for more info. We recommend using
jpeg_set_color_space() if you want to change these.

boolean optimize_coding
TRUE causes the compressor to compute optimal Huffman coding tables
for the image. This requires an extra pass over the data and
therefore costs a good deal of space and time. The default is
FALSE, which tells the compressor to use the supplied or default
Huffman tables. In most cases optimal tables save only a few percent
of file size compared to the default tables. Note that when this is
TRUE, you need not supply Huffman tables at all, and any you do
supply will be overwritten.
unsigned int restart_interval
int restart_in_rows
To emit restart markers in the JPEG file, set one of these nonzero.
Set restart_interval to specify the exact interval in MCU blocks.
Set restart_in_rows to specify the interval in MCU rows. (If
restart_in_rows is not 0, then restart_interval is set after the
image width in MCUs is computed.) Defaults are zero (no restarts).
One restart marker per MCU row is often a good choice.
NOTE: the overhead of restart markers is higher in grayscale JPEG
files than in color files, and MUCH higher in progressive JPEGs.
If you use restarts, you may want to use larger intervals in those
cases.

const jpeg_scan_info * scan_info
int num_scans
By default, scan_info is NULL; this causes the compressor to write a
single-scan sequential JPEG file. If not NULL, scan_info points to
an array of scan definition records of length num_scans. The
compressor will then write a JPEG file having one scan for each scan
definition record. This is used to generate noninterleaved or
progressive JPEG files. The library checks that the scan array
defines a valid JPEG scan sequence. (jpeg_simple_progression creates
a suitable scan definition array for progressive JPEG.) This is
discussed further under "Progressive JPEG support".

int smoothing_factor
If non-zero, the input image is smoothed; the value should be 1 for
minimal smoothing to 100 for maximum smoothing. Consult jcsample.c
for details of the smoothing algorithm. The default is zero.

boolean write_JFIF_header
If TRUE, a JFIF APP0 marker is emitted. jpeg_set_defaults() and
jpeg_set_colorspace() set this TRUE if a JFIF-legal JPEG color space
(ie, YCbCr or grayscale) is selected, otherwise FALSE.

UINT8 JFIF_major_version
UINT8 JFIF_minor_version
The version number to be written into the JFIF marker.
jpeg_set_defaults() initializes the version to 1.01 (major=minor=1).
You should set it to 1.02 (major=1, minor=2) if you plan to write
any JFIF 1.02 extension markers.

UINT8 density_unit
UINT16 X_density
UINT16 Y_density
The resolution information to be written into the JFIF marker;
not used otherwise. density_unit may be 0 for unknown,
1 for dots/inch, or 2 for dots/cm. The default values are 0,1,1
boolean write_Adobe_marker
If TRUE, an Adobe APP14 marker is emitted. jpeg_set_defaults() and
jpeg_set_colorspace() set this TRUE if JPEG color space RGB, CMYK,
or YCCK is selected, otherwise FALSE. It is generally a bad idea
to set both write_JFIF_header and write_Adobe_marker. In fact,
you probably shouldn't change the default settings at all --- the
default behavior ensures that the JPEG file's color space can be
recognized by the decoder.

JQUANT_TBL * quant_tbl_ptrs[NUM_QUANT_TBLS]
Pointers to coefficient quantization tables, one per table slot,
or NULL if no table is defined for a slot. Usually these should
be set via one of the above helper routines; jpeg_add_quant_table()
is general enough to define any quantization table. The other
routines will set up table slot 0 for luminance quality and table
slot 1 for chrominance.

int q_scale_factor[NUM_QUANT_TBLS]
[libjpeg v7+ API/ABI emulation only]
Linear quantization scaling factors (0-100, default 100)
for use with jpeg_default_qtables().
See rdswitch.c and cjpeg.c for an example of usage.
Note that the q_scale_factor[] values use "linear" scales, so JPEG
quality levels chosen by the user must be converted to these scales
using jpeg_quality_scaling(). Here is an example that corresponds to
cjpeg -quality 90,70:

jpeg_set_defaults(cinfo);
/* Set luminance quality 90. */
cinfo->q_scale_factor[0] = jpeg_quality_scaling(90);
/* Set chrominance quality 70. */
cinfo->q_scale_factor[1] = jpeg_quality_scaling(70);
jpeg_default_qtables(cinfo, force_baseline);

CAUTION: Setting separate quality levels for chrominance and luminance
is mainly only useful if chrominance subsampling is disabled. 2x2
chrominance subsampling (AKA "4:2:0") is the default, but you can
explicitly disable subsampling as follows:

cinfo->comp_info[0].v_samp_factor = 1;
cinfo->comp_info[0].h_samp_factor = 1;

JHUFF_TBL * dc_huff_tbl_ptrs[NUM_HUFF_TBLS]
JHUFF_TBL * ac_huff_tbl_ptrs[NUM_HUFF_TBLS]
Pointers to Huffman coding tables, one per table slot, or NULL if no table is defined for a slot. Slots 0 and 1 are filled with the JPEG sample tables by jpeg_set_defaults(). If you need to allocate more table structures, jpeg_alloc_huff_table() may be used.
Note that optimal Huffman tables can be computed for an image by setting optimize_coding, as discussed above; there's seldom any need to mess with providing your own Huffman tables.

[libjpeg v7+ API/ABI emulation only]
The actual dimensions of the JPEG image that will be written to the file are given by the following fields. These are computed from the input image dimensions and the compression parameters by jpeg_start_compress(). You can also call jpeg_calc_jpeg_dimensions() to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size.

JDIMENSION jpeg_width
Actual dimensions of output image.
JDIMENSION jpeg_height

Per-component parameters are stored in the struct cinfo.comp_info[i] for component number i. Note that components here refer to components of the JPEG color space, *not* the source image color space. A suitably large comp_info[] array is allocated by jpeg_set_defaults(); if you choose not to use that routine, it's up to you to allocate the array.

int component_id
The one-byte identifier code to be recorded in the JPEG file for this component. For the standard color spaces, we recommend you leave the default values alone.

int h_samp_factor
int v_samp_factor
Horizontal and vertical sampling factors for the component; must be 1..4 according to the JPEG standard. Note that larger sampling factors indicate a higher-resolution component; many people find this behavior quite unintuitive. The default values are 2,2 for luminance components and 1,1 for chrominance components, except for grayscale where 1,1 is used.

int quant_tbl_no
Quantization table number for component. The default value is 0 for luminance components and 1 for chrominance components.

int dc_tbl_no
int ac_tbl_no
DC and AC entropy coding table numbers. The default values are
0 for luminance components and 1 for chrominance components.

int component_index
Must equal the component's index in comp_info[]. (Beginning in release v6, the compressor library will fill this in automatically; you don't have to.)

Decompression parameter selection
---------------------------------

Decompression parameter selection is somewhat simpler than compression parameter selection, since all of the JPEG internal parameters are recorded in the source file and need not be supplied by the application. (Unless you are working with abbreviated files, in which case see ”Abbreviated datastreams”, below.) Decompression parameters control the postprocessing done on the image to deliver it in a format suitable for the application's use. Many of the parameters control speed/quality tradeoffs, in which faster decompression may be obtained at the price of a poorer-quality image. The defaults select the highest quality (slowest) processing.

The following fields in the JPEG object are set by jpeg_read_header() and may be useful to the application in choosing decompression parameters:

JDIMENSION image_width Width and height of image
JDIMENSION image_height
int num_components Number of color components
J_COLOR_SPACE jpeg_color_space Colorspace of image
boolean saw_JFIF_marker TRUE if a JFIF APP0 marker was seen
UINT8 JFIF_major_version Version information from JFIF marker
UINT8 JFIF_minor_version
UINT8 density_unit Resolution data from JFIF marker
UINT16 X_density
UINT16 Y_density
boolean saw_Adobe_marker TRUE if an Adobe APP14 marker was seen
UINT8 Adobe_transform Color transform code from Adobe marker

The JPEG color space, unfortunately, is something of a guess since the JPEG standard proper does not provide a way to record it. In practice most files adhere to the JFIF or Adobe conventions, and the decoder will recognize these correctly. See ”Special color spaces”, below, for more info.

The decompression parameters that determine the basic properties of the returned image are:

J_COLOR_SPACE out_color_space
Output color space. jpeg_read_header() sets an appropriate default based on jpeg_color_space; typically it will be RGB or grayscale. The application can change this field to request output in a different colorspace. For example, set it to JCS_GRAYSCALE to get grayscale output from a color file. (This is useful for previewing: grayscale output is faster than full color since the color components need not be processed.) Note that not all possible color space transforms are currently implemented; you may need to extend jdcolor.c if you want an unusual conversion.

unsigned int scale_num, scale_denom
Scale the image by the fraction scale_num/scale_denom. Default is 1/1, or no scaling. Currently, the only supported scaling ratios are M/8 with all M from 1 to 16, or any reduced fraction thereof (such as 1/2, 3/4, etc.) (The library design allows for arbitrary scaling ratios but this is not likely to be implemented any time soon.) Smaller scaling ratios permit significantly faster decoding since fewer pixels need be processed and a simpler IDCT method can be used.

boolean quantize_colors
If set TRUE, colormapped output will be delivered. Default is FALSE, meaning that full-color output will be delivered.

The next three parameters are relevant only if quantize_colors is TRUE.

int desired_number_of_colors
Maximum number of colors to use in generating a library-supplied color map (the actual number of colors is returned in a different field). Default 256. Ignored when the application supplies its own color map.

boolean two_pass_quantize
If TRUE, an extra pass over the image is made to select a custom color map for the image. This usually looks a lot better than the one-size-fits-all colormap that is used otherwise. Default is TRUE. Ignored when the application supplies its own color map.

J_DITHER_MODE dither_mode
Selects color dithering method. Supported values are:
JDITHER_NONE no dithering: fast, very low quality
JDITHER_ORDERED ordered dither: moderate speed and quality
JDITHER_FS Floyd-Steinberg dither: slow, high quality
Default is JDITHER_FS. (At present, ordered dither is implemented only in the single-pass, standard-colormap case. If you ask for ordered dither when two_pass_quantize is TRUE or when you supply an external color map, you'll get F-S dithering.)

When quantize_colors is TRUE, the target color map is described by the next two fields. colormap is set to NULL by jpeg_read_header(). The application
can supply a color map by setting colormap non-NULL and setting actual_number_of_colors to the map size. Otherwise, jpeg_start_decompress() selects a suitable color map and sets these two fields itself.
[Implementation restriction: at present, an externally supplied colormap is only accepted for 3-component output color spaces.]

JSAMPARRAY colormap
The color map, represented as a 2-D pixel array of out_color_components rows and actual_number_of_colors columns. Ignored if not quantizing.
CAUTION: if the JPEG library creates its own colormap, the storage pointed to by this field is released by jpeg_finish_decompress(). Copy the colormap somewhere else first, if you want to save it.

int actual_number_of_colors
The number of colors in the color map.

Additional decompression parameters that the application may set include:

J_DCT_METHOD dct_method
Selects the algorithm used for the DCT step. Choices are the same as described above for compression.

boolean do_fancy_upsampling
If TRUE, do careful upsampling of chroma components. If FALSE, a faster but sloppier method is used. Default is TRUE. The visual impact of the sloppier method is often very small.

boolean do_block_smoothing
If TRUE, interblock smoothing is applied in early stages of decoding progressive JPEG files; if FALSE, not. Default is TRUE. Early progression stages look "fuzzy" with smoothing, "blocky" without. In any case, block smoothing ceases to be applied after the first few AC coefficients are known to full accuracy, so it is relevant only when using buffered-image mode for progressive images.

boolean enable_1pass_quant
boolean enable_external_quant
boolean enable_2pass_quant
These are significant only in buffered-image mode, which is described in its own section below.

The output image dimensions are given by the following fields. These are computed from the source image dimensions and the decompression parameters by jpeg_start_decompress(). You can also call jpeg_calc_output_dimensions() to obtain the values that will result from the current parameter settings. This can be useful if you are trying to pick a scaling ratio that will get close to a desired target size. It's also important if you are using the
JPEG library's memory manager to allocate output buffer space, because you are supposed to request such buffers *before* jpeg_start_decompress().

JDIMENSION output_width	Actual dimensions of output image.
JDIMENSION output_height
int out_color_components	Number of color components in out_color_space.
int output_components	Number of color components returned.
int rec_outbuf_height	Recommended height of scanline buffer.

When quantizing colors, output_components is 1, indicating a single color map index per pixel. Otherwise it equals out_color_components. The output arrays are required to be output_width * output_components JSAMPLEs wide.

rec_outbuf_height is the recommended minimum height (in scanlines) of the buffer passed to jpeg_read_scanlines(). If the buffer is smaller, the library will still work, but time will be wasted due to unnecessary data copying. In high-quality modes, rec_outbuf_height is always 1, but some faster, lower-quality modes set it to larger values (typically 2 to 4). If you are going to ask for a high-speed processing mode, you may as well go to the trouble of honoring rec_outbuf_height so as to avoid data copying. (An output buffer larger than rec_outbuf_height lines is OK, but won't provide any material speed improvement over that height.)

Special color spaces
---------------------

The JPEG standard itself is "color blind" and doesn't specify any particular color space. It is customary to convert color data to a luminance/chrominance color space before compressing, since this permits greater compression. The existing de-facto JPEG file format standards specify YCbCr or grayscale data (JFIF), or grayscale, RGB, YCbCr, CMYK, or YCCK (Adobe). For special applications such as multispectral images, other color spaces can be used, but it must be understood that such files will be unportable.

The JPEG library can handle the most common colorspace conversions (namely RGB <=> YCbCr and CMYK <=> YCCK). It can also deal with data of an unknown color space, passing it through without conversion. If you deal extensively with an unusual color space, you can easily extend the library to understand additional color spaces and perform appropriate conversions.

For compression, the source data's color space is specified by field in_color_space. This is transformed to the JPEG file's color space given by jpeg_color_space. jpeg_set_defaults() chooses a reasonable JPEG color space depending on in_color_space, but you can override this by calling jpeg_set_colorspace(). Of course you must select a supported transformation. jccolor.c currently supports the following transformations:
RGB => YCbCr
RGB => GRAYSCALE
YCbCr => GRAYSCALE
CMYK => YCCK

plus the null transforms: GRAYSCALE => GRAYSCALE, RGB => RGB, YCbCr => YCbCr, CMYK => CMYK, YCCK => YCCK, and UNKNOWN => UNKNOWN.

The de-facto file format standards (JFIF and Adobe) specify APPn markers that indicate the color space of the JPEG file. It is important to ensure that these are written correctly, or omitted if the JPEG file's color space is not one of the ones supported by the de-facto standards. jpeg_set_colors() will set the compression parameters to include or omit the APPn markers properly, so long as it is told the truth about the JPEG color space.

For example, if you are writing some random 3-component color space without conversion, don't try to fake out the library by setting in_color_space and jpeg_color_space to JCS_YCbCr; use JCS_UNKNOWN. You may want to write an APPn marker of your own devising to identify the colorspace --- see "Special markers", below.

When told that the color space is UNKNOWN, the library will default to using luminance-quality compression parameters for all color components. You may well want to change these parameters. See the source code for jpeg_set_colors(), in jparam.c, for details.

For decompression, the JPEG file's color space is given in jpeg_color_space, and this is transformed to the output color space out_color_space. jpeg_read_header's setting of jpeg_color_space can be relied on if the file conforms to JFIF or Adobe conventions, but otherwise it is no better than a guess. If you know the JPEG file's color space for certain, you can override jpeg_read_header's guess by setting jpeg_color_space. jpeg_read_header also selects a default output color space based on (its guess of) jpeg_color_space; set out_color_space to override this. Again, you must select a supported transformation. jdcolor.c currently supports

YCbCr => RGB
YCbCr => GRAYSCALE
RGB => GRAYSCALE
GRAYSCALE => RGB
YCCK => CMYK

as well as the null transforms. (Since GRAYSCALE=>RGB is provided, an application can force grayscale JPEGs to look like color JPEGs if it only wants to handle one case.)

The two-pass color quantizer, jquant2.c, is specialized to handle RGB data (it weights distances appropriately for RGB colors). You'll need to modify the code if you want to use it for non-RGB output color spaces. Note that jquant2.c is used to map to an application-supplied colormap as well as for the normal two-pass colormap selection process.

CAUTION: it appears that Adobe Photoshop writes inverted data in CMYK JPEG.
files: 0 represents 100% ink coverage, rather than 0% ink as you’d expect. This is arguably a bug in Photoshop, but if you need to work with Photoshop CMYK files, you will have to deal with it in your application. We cannot “fix” this in the library by inverting the data during the CMYK<=>YCCK transform, because that would break other applications, notably Ghostscript. Photoshop versions prior to 3.0 write EPS files containing JPEG-encoded CMYK data in the same inverted-YCCK representation used in bare JPEG files, but the surrounding PostScript code performs an inversion using the PS image operator. I am told that Photoshop 3.0 will write uninverted YCCK in EPS/JPEG files, and will omit the PS-level inversion. (But the data polarity used in bare JPEG files will not change in 3.0.) In either case, the JPEG library must not invert the data itself, or else Ghostscript would read these EPS files incorrectly.

Error handling
------------

When the default error handler is used, any error detected inside the JPEG routines will cause a message to be printed on stderr, followed by exit(). You can supply your own error handling routines to override this behavior and to control the treatment of nonfatal warnings and trace/debug messages. The file example.c illustrates the most common case, which is to have the application regain control after an error rather than exiting.

The JPEG library never writes any message directly; it always goes through the error handling routines. Three classes of messages are recognized:
* Fatal errors: the library cannot continue.
* Warnings: the library can continue, but the data is corrupt, and a damaged output image is likely to result.
* Trace/informational messages. These come with a trace level indicating the importance of the message; you can control the verbosity of the program by adjusting the maximum trace level that will be displayed.

You may, if you wish, simply replace the entire JPEG error handling module (jerror.c) with your own code. However, you can avoid code duplication by only replacing some of the routines depending on the behavior you need. This is accomplished by calling jpeg_std_error() as usual, but then overriding some of the method pointers in the jpeg_error_mgr struct, as illustrated by example.c.

All of the error handling routines will receive a pointer to the JPEG object (a j_common_ptr which points to either a jpeg_compress_struct or a jpeg_decompress_struct; if you need to tell which, test the is_decompressor field). This struct includes a pointer to the error manager struct in its “err” field. Frequently, custom error handler routines will need to access additional data which is not known to the JPEG library or the standard error handler. The most convenient way to do this is to embed either the JPEG
object or the jpeg_error_mgr struct in a larger structure that contains additional fields; then casting the passed pointer provides access to the additional fields. Again, see example.c for one way to do it. (Beginning with IJG version 6b, there is also a void pointer "client_data" in each JPEG object, which the application can also use to find related data. The library does not touch client_data at all.)

The individual methods that you might wish to override are:

error_exit (j_common_ptr cinfo)
Receives control for a fatal error. Information sufficient to generate the error message has been stored in cinfo->err; call output_message to display it. Control must NOT return to the caller; generally this routine will exit() or longjmp() somewhere. Typically you would override this routine to get rid of the exit() default behavior. Note that if you continue processing, you should clean up the JPEG object with jpeg_abort() or jpeg_destroy().

output_message (j_common_ptr cinfo)
Actual output of any JPEG message. Override this to send messages somewhere other than stderr. Note that this method does not know how to generate a message, only where to send it.

format_message (j_common_ptr cinfo, char * buffer)
Constructs a readable error message string based on the error info stored in cinfo->err. This method is called by output_message. Few applications should need to override this method. One possible reason for doing so is to implement dynamic switching of error message language.

emit_message (j_common_ptr cinfo, int msg_level)
Decide whether or not to emit a warning or trace message; if so, calls output_message. The main reason for overriding this method would be to abort on warnings. msg_level is -1 for warnings, 0 and up for trace messages.

Only error_exit() and emit_message() are called from the rest of the JPEG library; the other two are internal to the error handler.

The actual message texts are stored in an array of strings which is pointed to by the field err->jpeg_message_table. The messages are numbered from 0 to err->last_jpeg_message, and it is these code numbers that are used in the JPEG library code. You could replace the message texts (for instance, with messages in French or German) by changing the message table pointer. See jerror.h for the default texts. CAUTION: this table will almost certainly change or grow from one library version to the next.

It may be useful for an application to add its own message texts that are
handled by the same mechanism. The error handler supports a second "add-on" message table for this purpose. To define an addon table, set the pointer err->addon_message_table and the message numbers err->first_addon_message and err->last_addon_message. If you number the addon messages beginning at 1000 or so, you won’t have to worry about conflicts with the library's built-in messages. See the sample applications cjpeg/djpeg for an example of using addon messages (the addon messages are defined in cerror.h).

Actual invocation of the error handler is done via macros defined in jerror.h:
ERREXITn(...)for fatal errors
WARNMSn(...)for corrupt-data warnings
TRACEMSn(...)for trace and informational messages.
These macros store the message code and any additional parameters into the error handler struct, then invoke the error_exit() or emit_message() method. The variants of each macro are for varying numbers of additional parameters. The additional parameters are inserted into the generated message using standard printf() format codes.

See jerror.h and jerror.c for further details.

Compressed data handling (source and destination managers)

The JPEG compression library sends its compressed data to a "destination manager" module. The default destination manager just writes the data to a memory buffer or to a stdio stream, but you can provide your own manager to do something else. Similarly, the decompression library calls a "source manager" to obtain the compressed data; you can provide your own source manager if you want the data to come from somewhere other than a memory buffer or a stdio stream.

In both cases, compressed data is processed a bufferload at a time: the destination or source manager provides a work buffer, and the library invokes the manager only when the buffer is filled or emptied. (You could define a one-character buffer to force the manager to be invoked for each byte, but that would be rather inefficient.) The buffer’s size and location are controlled by the manager, not by the library. For example, the memory source manager just makes the buffer pointer and length point to the original data in memory. In this case the buffer-reload procedure will be invoked only if the decompressor ran off the end of the data stream, which would indicate an erroneous data stream.

The work buffer is defined as an array of datatype JOCTET, which is generally "char" or "unsigned char". On a machine where char is not exactly 8 bits wide, you must define JOCTET as a wider data type and then modify the data source and destination modules to transcribe the work arrays into 8-bit units on external storage.
A data destination manager struct contains a pointer and count defining the next byte to write in the work buffer and the remaining free space:

```c
JOCTET * next_output_byte;  /* => next byte to write in buffer */
size_t free_in_buffer;      /* # of byte spaces remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer is filled. The manager's empty_output_buffer method must reset the pointer and count. The manager is expected to remember the buffer's starting address and total size in private fields not visible to the library.

A data destination manager provides three methods:

```c
init_destination (j_compress_ptr cinfo)
Initialize destination.  This is called by jpeg_start_compress() before any data is actually written.  It must initialize next_output_byte and free_in_buffer.  free_in_buffer must be initialized to a positive value.
```

```c
empty_output_buffer (j_compress_ptr cinfo)
This is called whenever the buffer has filled (free_in_buffer reaches zero).  In typical applications, it should write out the *entire* buffer (use the saved start address and buffer length; ignore the current state of next_output_byte and free_in_buffer).  Then reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been dumped.  free_in_buffer must be set to a positive value when TRUE is returned.  A FALSE return should only be used when I/O suspension is desired (this operating mode is discussed in the next section).
```

```c
term_destination (j_compress_ptr cinfo)
Terminate destination --- called by jpeg_finish_compress() after all data has been written.  In most applications, this must flush any data remaining in the buffer.  Use either next_output_byte or free_in_buffer to determine how much data is in the buffer.
```

term_destination() is NOT called by jpeg_abort() or jpeg_destroy().  If you want the destination manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a jpeg_destination_mgr struct, fill in its method pointers, and insert a pointer to the struct into the "dest" field of the JPEG compression object.  This can be done in-line in your setup code if you like, but it's probably cleaner to provide a separate routine similar to the jpeg_stdio_dest() or jpeg_mem_dest() routines of the supplied destination managers.
Decompression source managers follow a parallel design, but with some additional frammisses. The source manager struct contains a pointer and count defining the next byte to read from the work buffer and the number of bytes remaining:

```c
const JOCTET * next_input_byte; /* => next byte to read from buffer */
size_t bytes_in_buffer;         /* # of bytes remaining in buffer */
```

The library increments the pointer and decrements the count until the buffer is emptied. The manager's fill_input_buffer method must reset the pointer and count. In most applications, the manager must remember the buffer's starting address and total size in private fields not visible to the library.

A data source manager provides five methods:

- **init_source (j_decompress_ptr cinfo)**
  Initialize source. This is called by jpeg_read_header() before any data is actually read. Unlike init_destination(), it may leave bytes_in_buffer set to 0 (in which case a fill_input_buffer() call will occur immediately).

- **fill_input_buffer (j_decompress_ptr cinfo)**
  This is called whenever bytes_in_buffer has reached zero and more data is wanted. In typical applications, it should read fresh data into the buffer (ignoring the current state of next_input_byte and bytes_in_buffer), reset the pointer & count to the start of the buffer, and return TRUE indicating that the buffer has been reloaded. It is not necessary to fill the buffer entirely, only to obtain at least one more byte. bytes_in_buffer MUST be set to a positive value if TRUE is returned. A FALSE return should only be used when I/O suspension is desired (this mode is discussed in the next section).

- **skip_input_data (j_decompress_ptr cinfo, long num_bytes)**
  Skip num_bytes worth of data. The buffer pointer and count should be advanced over num_bytes input bytes, refilling the buffer as needed. This is used to skip over a potentially large amount of uninteresting data (such as an APPn marker). In some applications it may be possible to optimize away the reading of the skipped data, but it's not clear that being smart is worth much trouble; large skips are uncommon. bytes_in_buffer may be zero on return. A zero or negative skip count should be treated as a no-op.

- **resync_to_restart (j_decompress_ptr cinfo, int desired)**
  This routine is called only when the decompressor has failed to find a restart (RSTn) marker where one is expected. Its mission is to find a suitable point for resuming decompression. For most applications, we recommend that you just use the default resync procedure, jpeg_resync_to_restart(). However, if you are able to back
up in the input data stream, or if you have a-priori knowledge about
the likely location of restart markers, you may be able to do better.
Read the read_restart_marker() and jpeg_resync_to_restart() routines
in jdmarker.c if you think you'd like to implement your own resync
procedure.

term_source (j_decompress_ptr cinfo)
Terminate source --- called by jpeg_finish_decompress() after all
data has been read. Often a no-op.

For both fill_input_buffer() and skip_input_data(), there is no such thing
as an EOF return. If the end of the file has been reached, the routine has
a choice of exiting via ERREXIT() or inserting fake data into the buffer.
In most cases, generating a warning message and inserting a fake EOI marker
is the best course of action --- this will allow the decompressor to output
however much of the image is there. In pathological cases, the decompressor
may swallow the EOI and again demand data ... just keep feeding it fake EOIs.
jdatasrc.c illustrates the recommended error recovery behavior.

term_source() is NOT called by jpeg_abort() or jpeg_destroy(). If you want
the source manager to be cleaned up during an abort, you must do it yourself.

You will also need code to create a jpeg_source_mgr struct, fill in its method
pointers, and insert a pointer to the struct into the "src" field of the JPEG
decompression object. This can be done in-line in your setup code if you
like, but it's probably cleaner to provide a separate routine similar to the
jpeg_stdio_src() or jpeg_mem_src() routines of the supplied source managers.

For more information, consult the memory and stdio source and destination
managers in jdatasrc.c and jdatadst.c.

I/O suspension
--------------

Some applications need to use the JPEG library as an incremental memory-to-
memory filter: when the compressed data buffer is filled or emptied, they want
control to return to the outer loop, rather than expecting that the buffer can
be emptied or reloaded within the data source/destination manager subroutine.
The library supports this need by providing an "I/O suspension" mode, which we
describe in this section.

The I/O suspension mode is not a panacea: nothing is guaranteed about the
maximum amount of time spent in any one call to the library, so it will not
eliminate response-time problems in single-threaded applications. If you
need guaranteed response time, we suggest you "bite the bullet" and implement
a real multi-tasking capability.
To use I/O suspension, cooperation is needed between the calling application and the data source or destination manager; you will always need a custom source/destination manager. (Please read the previous section if you haven't already.) The basic idea is that the empty_output_buffer() or fill_input_buffer() routine is a no-op, merely returning FALSE to indicate that it has done nothing. Upon seeing this, the JPEG library suspends operation and returns to its caller. The surrounding application is responsible for emptying or refilling the work buffer before calling the JPEG library again.

Compression suspension:

For compression suspension, use an empty_output_buffer() routine that returns FALSE; typically it will not do anything else. This will cause the compressor to return to the caller of jpeg_write_scanlines(), with the return value indicating that not all the supplied scanlines have been accepted. The application must make more room in the output buffer, adjust the output buffer pointer/count appropriately, and then call jpeg_write_scanlines() again, pointing to the first unconsumed scanline.

When forced to suspend, the compressor will backtrack to a convenient stopping point (usually the start of the current MCU); it will regenerate some output data when restarted. Therefore, although empty_output_buffer() is only called when the buffer is filled, you should NOT write out the entire buffer after a suspension. Write only the data up to the current position of next_output_byte/free_in_buffer. The data beyond that point will be regenerated after resumption.

Because of the backtracking behavior, a good-size output buffer is essential for efficiency; you don't want the compressor to suspend often. (In fact, an overly small buffer could lead to infinite looping, if a single MCU required more data than would fit in the buffer.) We recommend a buffer of at least several Kbytes. You may want to insert explicit code to ensure that you don't call jpeg_write_scanlines() unless there is a reasonable amount of space in the output buffer; in other words, flush the buffer before trying to compress more data.

The compressor does not allow suspension while it is trying to write JPEG markers at the beginning and end of the file. This means that:

* At the beginning of a compression operation, there must be enough free space in the output buffer to hold the header markers (typically 600 or so bytes). The recommended buffer size is bigger than this anyway, so this is not a problem as long as you start with an empty buffer. However, this restriction might catch you if you insert large special markers, such as a JFIF thumbnail image, without flushing the buffer afterwards.

* When you call jpeg_finish_compress(), there must be enough space in the output buffer to emit any buffered data and the final EOI marker. In the current implementation, half a dozen bytes should suffice for this, but
for safety’s sake we recommend ensuring that at least 100 bytes are free before calling jpeg_finish_compress().

A more significant restriction is that jpeg_finish_compress() cannot suspend. This means you cannot use suspension with multi-pass operating modes, namely Huffman code optimization and multiple-scan output. Those modes write the whole file during jpeg_finish_compress(), which will certainly result in buffer overrun. (Note that this restriction applies only to compression, not decompression. The decompressor supports input suspension in all of its operating modes.)

Decompression suspension:

For decompression suspension, use a fill_input_buffer() routine that simply returns FALSE (except perhaps during error recovery, as discussed below). This will cause the decompressor to return to its caller with an indication that suspension has occurred. This can happen at four places:
- jpeg_read_header(): will return JPEG_SUSPENDED.
- jpeg_start_decompress(): will return FALSE, rather than its usual TRUE.
- jpeg_read_scanlines(): will return the number of scanlines already completed (possibly 0).
- jpeg_finish_decompress(): will return FALSE, rather than its usual TRUE.

The surrounding application must recognize these cases, load more data into the input buffer, and repeat the call. In the case of jpeg_read_scanlines(), increment the passed pointers past any scanlines successfully read.

Just as with compression, the decompressor will typically backtrack to a convenient restart point before suspending. When fill_input_buffer() is called, next_input_byte/bytes_in_buffer point to the current restart point, which is where the decompressor will backtrack to if FALSE is returned. The data beyond that position must NOT be discarded if you suspend; it needs to be re-read upon resumption. In most implementations, you'll need to shift this data down to the start of your work buffer and then load more data after it. Again, this behavior means that a several-Kbyte work buffer is essential for decent performance; furthermore, you should load a reasonable amount of new data before resuming decompression. (If you loaded, say, only one new byte each time around, you could waste a LOT of cycles.)

The skip_input_data() source manager routine requires special care in a suspension scenario. This routine is NOT granted the ability to suspend the decompressor; it can decrement bytes_in_buffer to zero, but no more. If the requested skip distance exceeds the amount of data currently in the input buffer, then skip_input_data() must set bytes_in_buffer to zero and record the additional skip distance somewhere else. The decompressor will immediately call fill_input_buffer(), which should return FALSE, which will cause a suspension return. The surrounding application must then arrange to discard the recorded number of bytes before it resumes loading the input buffer. (Yes, this design is rather baroque, but it avoids complexity in the far more
If the input data has been exhausted, we recommend that you emit a warning and insert dummy EOI markers just as a non-suspending data source manager would do. This can be handled either in the surrounding application logic or within fill_input_buffer(); the latter is probably more efficient. If fill_input_buffer() knows that no more data is available, it can set the pointer/count to point to a dummy EOI marker and then return TRUE just as though it had read more data in a non-suspending situation.

The decompressor does not attempt to suspend within standard JPEG markers; instead it will backtrack to the start of the marker and reprocess the whole marker next time. Hence the input buffer must be large enough to hold the longest standard marker in the file. Standard JPEG markers should normally not exceed a few hundred bytes each (DHT tables are typically the longest). We recommend at least a 2K buffer for performance reasons, which is much larger than any correct marker is likely to be. For robustness against damaged marker length counts, you may wish to insert a test in your application for the case that the input buffer is completely full and yet the decoder has suspended without consuming any data --- otherwise, if this situation did occur, it would lead to an endless loop. (The library can't provide this test since it has no idea whether "the buffer is full", or even whether there is a fixed-size input buffer.)

The input buffer would need to be 64K to allow for arbitrary COM or APPn markers, but these are handled specially: they are either saved into allocated memory, or skipped over by calling skip_input_data(). In the former case, suspension is handled correctly, and in the latter case, the problem of buffer overrun is placed on skip_input_data's shoulders, as explained above. Note that if you provide your own marker handling routine for large markers, you should consider how to deal with buffer overflow.

Multiple-buffer management:

In some applications it is desirable to store the compressed data in a linked list of buffer areas, so as to avoid data copying. This can be handled by having empty_output_buffer() or fill_input_buffer() set the pointer and count to reference the next available buffer; FALSE is returned only if no more buffers are available. Although seemingly straightforward, there is a pitfall in this approach: the backtrack that occurs when FALSE is returned could back up into an earlier buffer. For example, when fill_input_buffer() is called, the current pointer & count indicate the backtrack restart point. Since fill_input_buffer() will set the pointer and count to refer to a new buffer, the restart position must be saved somewhere else. Suppose a second call to fill_input_buffer() occurs in the same library call, and no additional input data is available, so fill_input_buffer must return FALSE. If the JPEG library has not moved the pointer/count forward in the current buffer, then *the correct restart point is the saved position in the prior
buffer*. Prior buffers may be discarded only after the library establishes a restart point within a later buffer. Similar remarks apply for output into a chain of buffers.

The library will never attempt to backtrack over a skip_input_data() call, so any skipped data can be permanently discarded. You still have to deal with the case of skipping not-yet-received data, however.

It's much simpler to use only a single buffer; when fill_input_buffer() is called, move any unconsumed data (beyond the current pointer/count) down to the beginning of this buffer and then load new data into the remaining buffer space. This approach requires a little more data copying but is far easier to get right.

Progressive JPEG support
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Progressive JPEG rearranges the stored data into a series of scans of increasing quality. In situations where a JPEG file is transmitted across a slow communications link, a decoder can generate a low-quality image very quickly from the first scan, then gradually improve the displayed quality as more scans are received. The final image after all scans are complete is identical to that of a regular (sequential) JPEG file of the same quality setting. Progressive JPEG files are often slightly smaller than equivalent sequential JPEG files, but the possibility of incremental display is the main reason for using progressive JPEG.

The IJG encoder library generates progressive JPEG files when given a suitable "scan script" defining how to divide the data into scans. Creation of progressive JPEG files is otherwise transparent to the encoder. Progressive JPEG files can also be read transparently by the decoder library. If the decoding application simply uses the library as defined above, it will receive a final decoded image without any indication that the file was progressive. Of course, this approach does not allow incremental display. To perform incremental display, an application needs to use the decoder library's "buffered-image" mode, in which it receives a decoded image multiple times.

Each displayed scan requires about as much work to decode as a full JPEG image of the same size, so the decoder must be fairly fast in relation to the data transmission rate in order to make incremental display useful. However, it is possible to skip displaying the image and simply add the incoming bits to the decoder's coefficient buffer. This is fast because only Huffman decoding need be done, not IDCT, upsampling, colorspace conversion, etc. The IJG decoder library allows the application to switch dynamically between displaying the image and simply absorbing the incoming bits. A properly coded application can automatically adapt the number of display passes to
suit the time available as the image is received. Also, a final higher-quality display cycle can be performed from the buffered data after the end of the file is reached.

Progressive compression:

To create a progressive JPEG file (or a multiple-scan sequential JPEG file), set the scan_info cinfo field to point to an array of scan descriptors, and perform compression as usual. Instead of constructing your own scan list, you can call the jpeg_simple_progression() helper routine to create a recommended progression sequence; this method should be used by all applications that don't want to get involved in the nitty-gritty of progressive scan sequence design. (If you want to provide user control of scan sequences, you may wish to borrow the scan script reading code found in rdswitch.c, so that you can read scan script files just like cjpeg's.)

When scan_info is not NULL, the compression library will store DCT'd data into a buffer array as jpeg_write_scanlines() is called, and will emit all the requested scans during jpeg_finish_compress(). This implies that multiple-scan output cannot be created with a suspending data destination manager, since jpeg_finish_compress() does not support suspension. We should also note that the compressor currently forces Huffman optimization mode when creating a progressive JPEG file, because the default Huffman tables are unsuitable for progressive files.

Progressive decompression:

When buffered-image mode is not used, the decoder library will read all of a multi-scan file during jpeg_start_decompress(), so that it can provide a final decoded image. (Here "multi-scan" means either progressive or multi-scan sequential.) This makes multi-scan files transparent to the decoding application. However, existing applications that used suspending input with version 5 of the IJG library will need to be modified to check for a suspension return from jpeg_start_decompress().

To perform incremental display, an application must use the library's buffered-image mode. This is described in the next section.

Buffered-image mode

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In buffered-image mode, the library stores the partially decoded image in a coefficient buffer, from which it can be read out as many times as desired. This mode is typically used for incremental display of progressive JPEG files, but it can be used with any JPEG file. Each scan of a progressive JPEG file adds more data (more detail) to the buffered image. The application can display in lockstep with the source file (one display pass per input scan), or it can allow input processing to outrun display processing. By making
input and display processing run independently, it is possible for the application to adapt progressive display to a wide range of data transmission rates.

The basic control flow for buffered-image decoding is

```
jpeg_create_decompress()
set data source
jpeg_read_header()
set overall decompression parameters
cinfo.buffered_image = TRUE;/* select buffered-image mode */
jpeg_start_decompress()
for (each output pass) {
    adjust output decompression parameters if required
    jpeg_start_output(/* start a new output pass */
    for (all scanlines in image) {
        jpeg_read_scanlines()
        display scanlines
    }jpeg_finish_output(/* terminate output pass */
}jpeg_finish_decompress()
jpeg_destroy_decompress()
```

This differs from ordinary unbuffered decoding in that there is an additional level of looping. The application can choose how many output passes to make and how to display each pass.

The simplest approach to displaying progressive images is to do one display pass for each scan appearing in the input file. In this case the outer loop condition is typically

```
while (! jpeg_input_complete(&cinfo))
```

and the start-output call should read

```
jpeg_start_output(&cinfo, cinfo.input_scan_number);
```

The second parameter to jpeg_start_output() indicates which scan of the input file is to be displayed; the scans are numbered starting at 1 for this purpose. (You can use a loop counter starting at 1 if you like, but using the library's input scan counter is easier.) The library automatically reads data as necessary to complete each requested scan, and jpeg_finish_output() advances to the next scan or end-of-image marker (hence input_scan_number will be incremented by the time control arrives back at jpeg_start_output()).

With this technique, data is read from the input file only as needed, and input and output processing run in lockstep.

After reading the final scan and reaching the end of the input file, the buffered image remains available; it can be read additional times by repeating the jpeg_start_output()/jpeg_read_scanlines()/jpeg_finish_output() sequence. For example, a useful technique is to use fast one-pass color
quantization for display passes made while the image is arriving, followed by
a final display pass using two-pass quantization for highest quality. This
is done by changing the library parameters before the final output pass.
Changing parameters between passes is discussed in detail below.

In general the last scan of a progressive file cannot be recognized as such
until after it is read, so a post-input display pass is the best approach if
you want special processing in the final pass.

When done with the image, be sure to call jpeg_finish_decompress() to release
the buffered image (or just use jpeg_destroy_decompress()).

If input data arrives faster than it can be displayed, the application can
cause the library to decode input data in advance of what's needed to produce
output. This is done by calling the routine jpeg_consume_input().
The return value is one of the following:
JPEG_REACHED_SOS: reached an SOS marker (the start of a new scan)
JPEG_REACHED_EOI: reached the EOI marker (end of image)
JPEG_ROW_COMPLETED: completed reading one MCU row of compressed data
JPEG_SCAN_COMPLETED: completed reading last MCU row of current scan
JPEG_SUSPENDED: suspended before completing any of the above
(JPEG_SUSPENDED can occur only if a suspending data source is used.) This
routine can be called at any time after initializing the JPEG object. It
reads some additional data and returns when one of the indicated significant
events occurs. (If called after the EOI marker is reached, it will
immediately return JPEG_REACHED_EOI without attempting to read more data.)

The library's output processing will automatically call jpeg_consume_input()
whenever the output processing overtakes the input; thus, simple lockstep
display requires no direct calls to jpeg_consume_input(). But by adding
calls to jpeg_consume_input(), you can absorb data in advance of what is
being displayed. This has two benefits:
* You can limit buildup of unprocessed data in your input buffer.
* You can eliminate extra display passes by paying attention to the
  state of the library's input processing.

The first of these benefits only requires interspersing calls to
jpeg_consume_input() with your display operations and any other processing
you may be doing. To avoid wasting cycles due to backtracking, it's best to
call jpeg_consume_input() only after a hundred or so new bytes have arrived.
This is discussed further under "I/O suspension", above. (Note: the JPEG
library currently is not thread-safe. You must not call jpeg_consume_input() from
one thread of control if a different library routine is working on the
same JPEG object in another thread.)

When input arrives fast enough that more than one new scan is available
before you start a new output pass, you may as well skip the output pass
corresponding to the completed scan. This occurs for free if you pass
cinfo.input_scan_number as the target scan number to jpeg_start_output(). The input_scan_number field is simply the index of the scan currently being consumed by the input processor. You can ensure that this is up-to-date by emptying the input buffer just before calling jpeg_start_output(): call jpeg_consume_input() repeatedly until it returns JPEG_SUSPENDED or JPEG_REACHED_EOI.

The target scan number passed to jpeg_start_output() is saved in the cinfo.output_scan_number field. The library's output processing calls jpeg_consume_input() whenever the current input scan number and row within that scan is less than or equal to the current output scan number and row. Thus, input processing can "get ahead" of the output processing but is not allowed to "fall behind". You can achieve several different effects by manipulating this interlock rule. For example, if you pass a target scan number greater than the current input scan number, the output processor will wait until that scan starts to arrive before producing any output. (To avoid an infinite loop, the target scan number is automatically reset to the last scan number when the end of image is reached. Thus, if you specify a large target scan number, the library will just absorb the entire input file and then perform an output pass. This is effectively the same as what jpeg_start_decompress() does when you don't select buffered-image mode.) When you pass a target scan number equal to the current input scan number, the image is displayed no faster than the current input scan arrives. The final possibility is to pass a target scan number less than the current input scan number; this disables the input/output interlock and causes the output processor to simply display whatever it finds in the image buffer, without waiting for input. (However, the library will not accept a target scan number less than one, so you can't avoid waiting for the first scan.)

When data is arriving faster than the output display processing can advance through the image, jpeg_consume_input() will store data into the buffered image beyond the point at which the output processing is reading data out again. If the input arrives fast enough, it may "wrap around" the buffer to the point where the input is more than one whole scan ahead of the output. If the output processing simply proceeds through its display pass without paying attention to the input, the effect seen on-screen is that the lower part of the image is one or more scans better in quality than the upper part. Then, when the next output scan is started, you have a choice of what target scan number to use. The recommended choice is to use the current input scan number at that time, which implies that you've skipped the output scans corresponding to the input scans that were completed while you processed the previous output scan. In this way, the decoder automatically adapts its speed to the arriving data, by skipping output scans as necessary to keep up with the arriving data.

When using this strategy, you'll want to be sure that you perform a final output pass after receiving all the data; otherwise your last display may not be full quality across the whole screen. So the right outer loop logic is
something like this:

do {
    absorb any waiting input by calling jpeg_consume_input()
    final_pass = jpeg_input_complete(&cinfo);
    adjust output decompression parameters if required
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
} while (!final_pass);

rather than quitting as soon as jpeg_input_complete() returns TRUE. This
arrangement makes it simple to use higher-quality decoding parameters
for the final pass. But if you don't want to use special parameters for
the final pass, the right loop logic is like this:

for (;;) {
    absorb any waiting input by calling jpeg_consume_input()
    jpeg_start_output(&cinfo, cinfo.input_scan_number);
    ...
    jpeg_finish_output()
    if (jpeg_input_complete(&cinfo) &&
        cinfo.input_scan_number == cinfo.output_scan_number)
        break;
}

In this case you don't need to know in advance whether an output pass is to
be the last one, so it's not necessary to have reached EOF before starting
the final output pass; rather, what you want to test is whether the output
pass was performed in sync with the final input scan. This form of the loop
will avoid an extra output pass whenever the decoder is able (or nearly able)
to keep up with the incoming data.

When the data transmission speed is high, you might begin a display pass,
then find that much or all of the file has arrived before you can complete
the pass. (You can detect this by noting the JPEG_REACHED_EOI return code
from jpeg_consume_input(), or equivalently by testing jpeg_input_complete().)
In this situation you may wish to abort the current display pass and start a
new one using the newly arrived information. To do so, just call
jpeg_finish_output() and then start a new pass with jpeg_start_output().

A variant strategy is to abort and restart display if more than one complete
scan arrives during an output pass; this can be detected by noting
JPEG_REACHED_SOS returns and/or examining cinfo.input_scan_number. This
idea should be employed with caution, however, since the display process
might never get to the bottom of the image before being aborted, resulting
in the lower part of the screen being several passes worse than the upper.
In most cases it's probably best to abort an output pass only if the whole
file has arrived and you want to begin the final output pass immediately.

When receiving data across a communication link, we recommend always using
the current input scan number for the output target scan number; if a

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higher-quality final pass is to be done, it should be started (aborting any incomplete output pass) as soon as the end of file is received. However, many other strategies are possible. For example, the application can examine the parameters of the current input scan and decide whether to display it or not. If the scan contains only chroma data, one might choose not to use it as the target scan, expecting that the scan will be small and will arrive quickly. To skip to the next scan, call jpeg_consume_input() until it returns JPEGReached_SOS or JPEGReached_EOI. Or just use the next higher number as the target scan for jpeg_start_output(); but that method doesn't let you inspect the next scan's parameters before deciding to display it.

In buffered-image mode, jpeg_start_decompress() never performs input and thus never suspends. An application that uses input suspension with buffered-image mode must be prepared for suspension returns from these routines:
* jpeg_start_output() performs input only if you request 2-pass quantization and the target scan isn't fully read yet. (This is discussed below.)
* jpeg_read_scanlines(), as always, returns the number of scanlines that it was able to produce before suspending.
* jpeg_finish_output() will read any markers following the target scan, up to the end of the file or the SOS marker that begins another scan. (But it reads no input if jpeg_consume_input() has already reached the end of the file or a SOS marker beyond the target output scan.)
* jpeg_finish_decompress() will read until the end of file, and thus can suspend if the end hasn't already been reached (as can be tested by calling jpeg_input_complete()).

jpeg_start_output(), jpeg_finish_output(), and jpeg_finish_decompress() all return TRUE if they completed their tasks, FALSE if they had to suspend. In the event of a FALSE return, the application must load more input data and repeat the call. Applications that use non-suspending data sources need not check the return values of these three routines.

It is possible to change decoding parameters between output passes in the buffered-image mode. The decoder library currently supports only very limited changes of parameters. ONLY THE FOLLOWING parameter changes are allowed after jpeg_start_decompress() is called:
* dct_method can be changed before each call to jpeg_start_output(). For example, one could use a fast DCT method for early scans, changing to a higher quality method for the final scan.
* dither_mode can be changed before each call to jpeg_start_output(); of course this has no impact if not using color quantization. Typically one would use ordered dither for initial passes, then switch to Floyd-Steinberg dither for the final pass. Caution: changing dither mode can cause more memory to be allocated by the library. Although the amount of memory involved is not large (a scanline or so), it may cause the initial max_memory_to_use specification to be exceeded, which in the worst
case would result in an out-of-memory failure.

* do_block_smoothing can be changed before each call to jpeg_start_output(). This setting is relevant only when decoding a progressive JPEG image. During the first DC-only scan, block smoothing provides a very "fuzzy" look instead of the very "blocky" look seen without it; which is better seems a matter of personal taste. But block smoothing is nearly always a win during later stages, especially when decoding a successive-approximation image: smoothing helps to hide the slight blockiness that otherwise shows up on smooth gradients until the lowest coefficient bits are sent.

* Color quantization mode can be changed under the rules described below. You *cannot* change between full-color and quantized output (because that would alter the required I/O buffer sizes), but you can change which quantization method is used.

When generating color-quantized output, changing quantization method is a very useful way of switching between high-speed and high-quality display. The library allows you to change among its three quantization methods:

1. Single-pass quantization to a fixed color cube.
   
   Selected by cinfo.two_pass_quantize = FALSE and cinfo.colormap = NULL.

2. Single-pass quantization to an application-supplied colormap.
   
   Selected by setting cinfo.colormap to point to the colormap (the value of two_pass_quantize is ignored); also set cinfo.actual_number_of_colors.

3. Two-pass quantization to a colormap chosen specifically for the image.
   
   Selected by cinfo.two_pass_quantize = TRUE and cinfo.colormap = NULL.
   (This is the default setting selected by jpeg_read_header, but it is probably NOT what you want for the first pass of progressive display!) These methods offer successively better quality and lesser speed. However, only the first method is available for quantizing in non-RGB color spaces.

IMPORTANT: because the different quantizer methods have very different working-storage requirements, the library requires you to indicate which one(s) you intend to use before you call jpeg_start_decompress(). (If we did not require this, the max_memory_to_use setting would be a complete fiction.) You do this by setting one or more of these three cinfo fields to TRUE:

   enable_1pass_quant	Fixed color cube colormap
   enable_external_quant	Externally-supplied colormap
   enable_2pass_quant	Two-pass custom colormap

All three are initialized FALSE by jpeg_read_header(). But jpeg_start_decompress() automatically sets TRUE the one selected by the current two_pass_quantize and colormap settings, so you only need to set the enable flags for any other quantization methods you plan to change to later.

After setting the enable flags correctly at jpeg_start_decompress() time, you can change to any enabled quantization method by setting two_pass_quantize and colormap properly just before calling jpeg_start_output(). The following special rules apply:

1. You must explicitly set cinfo.colormap to NULL when switching to 1-pass or 2-pass mode from a different mode, or when you want the 2-pass
quantizer to be re-run to generate a new colormap.
2. To switch to an external colormap, or to change to a different external
colormap than was used on the prior pass, you must call
jpeg_new_colormap() after setting cinfo.colormap.
NOTE: if you want to use the same colormap as was used in the prior pass,
you should not do either of these things. This will save some nontrivial
switchover costs.
(These requirements exist because cinfo.colormap will always be non-NULL
after completing a prior output pass, since both the 1-pass and 2-pass
quantizers set it to point to their output colormaps. Thus you have to
do one of these two things to notify the library that something has changed.
Yup, it's a bit klugy, but it's necessary to do it this way for backwards
compatibility.)

Note that in buffered-image mode, the library generates any requested colormap
during jpeg_start_output(), not during jpeg_start_decompress().

When using two-pass quantization, jpeg_start_output() makes a pass over the
buffered image to determine the optimum color map; it therefore may take a
significant amount of time, whereas ordinarily it does little work. The
progress monitor hook is called during this pass, if defined. It is also
important to realize that if the specified target scan number is greater than
or equal to the current input scan number, jpeg_start_output() will attempt
to consume input as it makes this pass. If you use a suspending data source,
you need to check for a FALSE return from jpeg_start_output() under these
conditions. The combination of 2-pass quantization and a not-yet-fully-read
target scan is the only case in which jpeg_start_output() will consume input.

Application authors who support buffered-image mode may be tempted to use it
for all JPEG images, even single-scan ones. This will work, but it is
inefficient: there is no need to create an image-sized coefficient buffer for
single-scan images. Requesting buffered-image mode for such an image wastes
memory. Worse, it can cost time on large images, since the buffered data has
to be swapped out or written to a temporary file. If you are concerned about
maximum performance on baseline JPEG files, you should use buffered-image
mode only when the incoming file actually has multiple scans. This can be
tested by calling jpeg_has_multiple_scans(), which will return a correct
result at any time after jpeg_read_header() completes.

It is also worth noting that when you use jpeg_consume_input() to let input
processing get ahead of output processing, the resulting pattern of access to
the coefficient buffer is quite nonsequential. It's best to use the memory
manager jmemnobs.c if you can (ie, if you have enough real or virtual main
memory). If not, at least make sure that max_memory_to_use is set as high as
possible. If the JPEG memory manager has to use a temporary file, you will
probably see a lot of disk traffic and poor performance. (This could be
improved with additional work on the memory manager, but we haven't gotten
In some applications it may be convenient to use jpeg_consume_input() for all input processing, including reading the initial markers; that is, you may wish to call jpeg_consume_input() instead of jpeg_read_header() during startup. This works, but note that you must check for JPEG_REACHED_SOS and JPEG_REACHED_EOI return codes as the equivalent of jpeg_read_header's codes. Once the first SOS marker has been reached, you must call jpeg_start_decompress() before jpeg_consume_input() will consume more input; it'll just keep returning JPEG_REACHED_SOS until you do. If you read a tables-only file this way, jpeg_consume_input() will return JPEG_REACHED_EOI without ever returning JPEG_REACHED_SOS; be sure to check for this case. If this happens, the decompressor will not read any more input until you call jpeg_abort() to reset it. It is OK to call jpeg_consume_input() even when not using buffered-image mode, but in that case it's basically a no-op after the initial markers have been read: it will just return JPEG_SUSPENDED.

Abbreviated datastreams and multiple images
--------------------------------------------

A JPEG compression or decompression object can be reused to process multiple images. This saves a small amount of time per image by eliminating the "create" and "destroy" operations, but that isn't the real purpose of the feature. Rather, reuse of an object provides support for abbreviated JPEG datastreams. Object reuse can also simplify processing a series of images in a single input or output file. This section explains these features.

A JPEG file normally contains several hundred bytes worth of quantization and Huffman tables. In a situation where many images will be stored or transmitted with identical tables, this may represent an annoying overhead. The JPEG standard therefore permits tables to be omitted. The standard defines three classes of JPEG datastreams:
* "Interchange" datastreams contain an image and all tables needed to decode the image. These are the usual kind of JPEG file.
* "Abbreviated image" datastreams contain an image, but are missing some or all of the tables needed to decode that image.
* "Abbreviated table specification" (henceforth "tables-only") datastreams contain only table specifications.

To decode an abbreviated image, it is necessary to load the missing table(s) into the decoder beforehand. This can be accomplished by reading a separate tables-only file. A variant scheme uses a series of images in which the first image is an interchange (complete) datastream, while subsequent ones are abbreviated and rely on the tables loaded by the first image. It is assumed that once the decoder has read a table, it will remember that table until a new definition for the same table number is encountered.

It is the application designer's responsibility to figure out how to associate
the correct tables with an abbreviated image. While abbreviated datastreams can be useful in a closed environment, their use is strongly discouraged in any situation where data exchange with other applications might be needed. Caveat designer.

The JPEG library provides support for reading and writing any combination of tables-only datastreams and abbreviated images. In both compression and decompression objects, a quantization or Huffman table will be retained for the lifetime of the object, unless it is overwritten by a new table definition.

To create abbreviated image datastreams, it is only necessary to tell the compressor not to emit some or all of the tables it is using. Each quantization and Huffman table struct contains a boolean field “sent_table”, which normally is initialized to FALSE. For each table used by the image, the header-writing process emits the table and sets sent_table = TRUE unless it is already TRUE. (In normal usage, this prevents outputting the same table definition multiple times, as would otherwise occur because the chroma components typically share tables.) Thus, setting this field to TRUE before calling jpeg_start_compress() will prevent the table from being written at all.

If you want to create a "pure" abbreviated image file containing no tables, just call "jpeg_suppress_tables(&cinfo, TRUE)" after constructing all the tables. If you want to emit some but not all tables, you'll need to set the individual sent_table fields directly.

To create an abbreviated image, you must also call jpeg_start_compress() with a second parameter of FALSE, not TRUE. Otherwise jpeg_start_compress() will force all the sent_table fields to FALSE. (This is a safety feature to prevent abbreviated images from being created accidentally.)

To create a tables-only file, perform the same parameter setup that you normally would, but instead of calling jpeg_start_compress() and so on, call jpeg_write_tables(&cinfo). This will write an abbreviated datastream containing only SOI, DQT and/or DHT markers, and EOI. All the quantization and Huffman tables that are currently defined in the compression object will be emitted unless their sent_tables flag is already TRUE, and then all the sent_tables flags will be set TRUE.

A sure-fire way to create matching tables-only and abbreviated image files is to proceed as follows:

create JPEG compression object
set JPEG parameters
set destination to tables-only file
jpeg_write_tables(&cinfo);
set destination to image file
jpeg_start_compress(&cinfo, FALSE);
write data..
jpeg_finish_compress(&cinfo);

Since the JPEG parameters are not altered between writing the table file and the abbreviated image file, the same tables are sure to be used. Of course, you can repeat the jpeg_start_compress() ... jpeg_finish_compress() sequence many times to produce many abbreviated image files matching the table file.

You cannot suppress output of the computed Huffman tables when Huffman optimization is selected. (If you could, there'd be no way to decode the image...) Generally, you don't want to set optimize_coding = TRUE when you are trying to produce abbreviated files.

In some cases you might want to compress an image using tables which are not stored in the application, but are defined in an interchange or tables-only file readable by the application. This can be done by setting up a JPEG decompression object to read the specification file, then copying the tables into your compression object. See jpeg_copy_critical_parameters() for an example of copying quantization tables.

To read abbreviated image files, you simply need to load the proper tables into the decompression object before trying to read the abbreviated image. If the proper tables are stored in the application program, you can just allocate the table structs and fill in their contents directly. For example, to load a fixed quantization table into table slot "n":

```c
if (cinfo.quant_tbl_ptrs[n] == NULL)
    cinfo.quant_tbl_ptrs[n] = jpeg_alloc_quant_table((j_common_ptr) &cinfo);
quant_ptr = cinfo.quant_tbl_ptrs[n]; /* quant_ptr is JQUANT_TBL*/
for (i = 0; i < 64; i++) {
    /* Qtable[] is desired quantization table, in natural array order */
    quant_ptr->quantval[i] = Qtable[i];
}
```

Code to load a fixed Huffman table is typically (for AC table "n"):

```c
if (cinfo.ac_huff_tbl_ptrs[n] == NULL)
    cinfo.ac_huff_tbl_ptrs[n] = jpeg_alloc_huff_table((j_common_ptr) &cinfo);
huff_ptr = cinfo.ac_huff_tbl_ptrs[n]; /* huff_ptr is JHUFF_TBL*/
for (i = 1; i <= 16; i++) {
    /* counts[i] is number of Huffman codes of length i bits, i=1..16 */
    huff_ptr->bits[i] = counts[i];
}
for (i = 0; i < 256; i++) {
    /* symbols[] is the list of Huffman symbols, in code-length order */
    huff_ptr->huffval[i] = symbols[i];
}
(Note that trying to set cinfo.quant_tbl_ptrs[n] to point directly at a constant JQUANT_TBL object is not safe. If the incoming file happened to contain a quantization table definition, your master table would get overwritten! Instead allocate a working table copy and copy the master table into it, as illustrated above. Ditto for Huffman tables, of course.)

You might want to read the tables from a tables-only file, rather than hard-wiring them into your application. The jpeg_read_header() call is sufficient to read a tables-only file. You must pass a second parameter of FALSE to indicate that you do not require an image to be present. Thus, the typical scenario is

create JPEG decompression object
set source to tables-only file
jpeg_read_header(&cinfo, FALSE);
set source to abbreviated image file
jpeg_read_header(&cinfo, TRUE);
set decompression parameters
jpeg_start_decompress(&cinfo);
read data...
jpeg_finish_decompress(&cinfo);

In some cases, you may want to read a file without knowing whether it contains an image or just tables. In that case, pass FALSE and check the return value from jpeg_read_header(): it will be JPEG_HEADER_OK if an image was found, JPEG_HEADER_TABLES_ONLY if only tables were found. (A third return value, JPEG_SUSPENDED, is possible when using a suspending data source manager.) Note that jpeg_read_header() will not complain if you read an abbreviated image for which you haven't loaded the missing tables; the missing-table check occurs later, in jpeg_start_decompress().

It is possible to read a series of images from a single source file by repeating the jpeg_read_header() ... jpeg_finish_decompress() sequence, without releasing/recreating the JPEG object or the data source module. (If you did reinitialize, any partial bufferload left in the data source buffer at the end of one image would be discarded, causing you to lose the start of the next image.) When you use this method, stored tables are automatically carried forward, so some of the images can be abbreviated images that depend on tables from earlier images.

If you intend to write a series of images into a single destination file, you might want to make a specialized data destination module that doesn't flush the output buffer at term_destination() time. This would speed things up by some trifling amount. Of course, you'd need to remember to flush the buffer after the last image. You can make the later images be abbreviated
ones by passing FALSE to jpeg_start_compress().

Special markers
---------------

Some applications may need to insert or extract special data in the JPEG datastream. The JPEG standard provides marker types "COM" (comment) and "APP0" through "APP15" (application) to hold application-specific data.

Unfortunately, the use of these markers is not specified by the standard. COM markers are fairly widely used to hold user-supplied text. The JFIF file format spec uses APP0 markers with specified initial strings to hold certain data. Adobe applications use APP14 markers beginning with the string "Adobe" for miscellaneous data. Other APPn markers are rarely seen, but might contain almost anything.

If you wish to store user-supplied text, we recommend you use COM markers and place readable 7-bit ASCII text in them. Newline conventions are not standardized --- expect to find LF (Unix style), CR/LF (DOS style), or CR (Mac style). A robust COM reader should be able to cope with random binary garbage, including nulls, since some applications generate COM markers containing non-ASCII junk. (But yours should not be one of them.)

For program-supplied data, use an APPn marker, and be sure to begin it with an identifying string so that you can tell whether the marker is actually yours. It's probably best to avoid using APP0 or APP14 for any private markers.

(NOTE: the upcoming SPIFF standard will use APP8 markers; we recommend you not use APP8 markers for any private purposes, either.)

Keep in mind that at most 65533 bytes can be put into one marker, but you can have as many markers as you like.

By default, the IJG compression library will write a JFIF APP0 marker if the selected JPEG colorspace is grayscale or YCbCr, or an Adobe APP14 marker if the selected colorspace is RGB, CMYK, or YCCK. You can disable this, but we don't recommend it. The decompression library will recognize JFIF and Adobe markers and will set the JPEG colorspace properly when one is found.

You can write special markers immediately following the datastream header by calling jpeg_write_marker() after jpeg_start_compress() and before the first call to jpeg_write_scanlines(). When you do this, the markers appear after the SOI and the JFIF APP0 and Adobe APP14 markers (if written), but before all else. Specify the marker type parameter as "JPEG_COM" for COM or "JPEG_APP0 + n" for APPn. (Actually, jpeg_write_marker will let you write any marker type, but we don't recommend writing any other kinds of marker.) For example, to write a user comment string pointed to by comment_text:

jpeg_write_marker(cinfo, JPEG_COM, comment_text, strlen(comment_text));
If it's not convenient to store all the marker data in memory at once, you can instead call jpeg_write_m_header() followed by multiple calls to jpeg_write_m_byte(). If you do it this way, it's your responsibility to call jpeg_write_m_byte() exactly the number of times given in the length parameter to jpeg_write_m_header(). (This method lets you empty the output buffer partway through a marker, which might be important when using a suspending data destination module. In any case, if you are using a suspending destination, you should flush its buffer after inserting any special markers. See "I/O suspension".)

Or, if you prefer to synthesize the marker byte sequence yourself, you can just cram it straight into the data destination module.

If you are writing JFIF 1.02 extension markers (thumbnail images), don't forget to set cinfo.JFIF_minor_version = 2 so that the encoder will write the correct JFIF version number in the JFIF header marker. The library's default is to write version 1.01, but that's wrong if you insert any 1.02 extension markers. (We could probably get away with just defaulting to 1.02, but there used to be broken decoders that would complain about unknown minor version numbers. To reduce compatibility risks it's safest not to write 1.02 unless you are actually using 1.02 extensions.)

When reading, two methods of handling special markers are available:
1. You can ask the library to save the contents of COM and/or APPn markers into memory, and then examine them at your leisure afterwards.
2. You can supply your own routine to process COM and/or APPn markers on-the-fly as they are read.

The first method is simpler to use, especially if you are using a suspending data source; writing a marker processor that copes with input suspension is not easy (consider what happens if the marker is longer than your available input buffer). However, the second method conserves memory since the marker data need not be kept around after it's been processed.

For either method, you'd normally set up marker handling after creating a decompression object and before calling jpeg_read_header(), because the markers of interest will typically be near the head of the file and so will be scanned by jpeg_read_header. Once you've established a marker handling method, it will be used for the life of that decompression object (potentially many datastreams), unless you change it. Marker handling is determined separately for COM markers and for each APPn marker code.

To save the contents of special markers in memory, call
jpeg_save_markers(cinfo, marker_code, length_limit)
where marker_code is the marker type to save, JPEG_COM or JPEG_APP0+n.
(To arrange to save all the special marker types, you need to call this
routine 17 times, for COM and APP0-APP15.) If the incoming marker is longer than length_limit data bytes, only length_limit bytes will be saved; this parameter allows you to avoid chewing up memory when you only need to see the first few bytes of a potentially large marker. If you want to save all the data, set length_limit to 0xFFFF; that is enough since marker lengths are only 16 bits. As a special case, setting length_limit to 0 prevents that marker type from being saved at all. (That is the default behavior, in fact.)

After jpeg_read_header() completes, you can examine the special markers by following the cinfo->marker_list pointer chain. All the special markers in the file appear in this list, in order of their occurrence in the file (but omitting any markers of types you didn’t ask for). Both the original data length and the saved data length are recorded for each list entry; the latter will not exceed length_limit for the particular marker type. Note that these lengths exclude the marker length word, whereas the stored representation within the JPEG file includes it. (Hence the maximum data length is really only 65533.)

It is possible that additional special markers appear in the file beyond the SOS marker at which jpeg_read_header stops; if so, the marker list will be extended during reading of the rest of the file. This is not expected to be common, however. If you are short on memory you may want to reset the length limit to zero for all marker types after finishing jpeg_read_header, to ensure that the max_memory_to_use setting cannot be exceeded due to addition of later markers.

The marker list remains stored until you call jpeg_finish_decompress or jpeg_abort, at which point the memory is freed and the list is set to empty. (jpeg_destroy also releases the storage, of course.)

Note that the library is internally interested in APP0 and APP14 markers; if you try to set a small nonzero length limit on these types, the library will silently force the length up to the minimum it wants. (But you can set a zero length limit to prevent them from being saved at all.) Also, in a 16-bit environment, the maximum length limit may be constrained to less than 65533 by malloc() limitations. It is therefore best not to assume that the effective length limit is exactly what you set it to be.

If you want to supply your own marker-reading routine, you do it by calling jpeg_set_marker_processor(). A marker processor routine must have the signature

boolean jpeg_marker_parser_method (j_decompress_ptr cinfo)

Although the marker code is not explicitly passed, the routine can find it in cinfo->unread_marker. At the time of call, the marker proper has been read from the data source module. The processor routine is responsible for reading the marker length word and the remaining parameter bytes, if any. Return TRUE to indicate success. (FALSE should be returned only if you are
using a suspending data source and it tells you to suspend. See the standard
marker processors in jdmarker.c for appropriate coding methods if you need to
use a suspending data source.)

If you override the default APP0 or APP14 processors, it is up to you to
recognize JFIF and Adobe markers if you want colorspace recognition to occur
properly. We recommend copying and extending the default processors if you
want to do that. (A better idea is to save these marker types for later
examination by calling jpeg_save_markers(); that method doesn't interfere
with the library's own processing of these markers.)

jpeg_set_marker_processor() and jpeg_save_markers() are mutually exclusive
--- if you call one it overrides any previous call to the other, for the
particular marker type specified.

A simple example of an external COM processor can be found in djpeg.c.
Also, see jpegtran.c for an example of using jpeg_save_markers.

Raw (downsampled) image data
--------------------------------

Some applications need to supply already-downsampled image data to the JPEG
compressor, or to receive raw downsampled data from the decompressor. The
library supports this requirement by allowing the application to write or
read raw data, bypassing the normal preprocessing or postprocessing steps.
The interface is different from the standard one and is somewhat harder to
use. If your interest is merely in bypassing color conversion, we recommend
that you use the standard interface and simply set jpeg_color_space =
in_color_space (or jpeg_color_space = out_color_space for decompression).
The mechanism described in this section is necessary only to supply or
receive downsampled image data, in which not all components have the same
dimensions.

To compress raw data, you must supply the data in the colorspace to be used
in the JPEG file (please read the earlier section on Special color spaces)
and downsampled to the sampling factors specified in the JPEG parameters.
You must supply the data in the format used internally by the JPEG library,
namely a JSAMPIMAGE array. This is an array of pointers to two-dimensional
arrays, each of type JSAMPARRAY. Each 2-D array holds the values for one
color component. This structure is necessary since the components are of
different sizes. If the image dimensions are not a multiple of the MCU size,
you must also pad the data correctly (usually, this is done by replicating
the last column and/or row). The data must be padded to a multiple of a DCT
block in each component: that is, each downsampled row must contain a
multiple of 8 valid samples, and there must be a multiple of 8 sample rows
for each component. (For applications such as conversion of digital TV
images, the standard image size is usually a multiple of the DCT block size, so that no padding need actually be done.)

The procedure for compression of raw data is basically the same as normal compression, except that you call jpeg_write_raw_data() in place of jpeg_write_scanlines(). Before calling jpeg_start_compress(), you must do the following:

* Set cinfo->raw_data_in to TRUE. (It is set FALSE by jpeg_set_defaults().) This notifies the library that you will be supplying raw data.
* Ensure jpeg_color_space is correct --- an explicit jpeg_set_colorspace() call is a good idea. Note that since color conversion is bypassed, in_color_space is ignored, except that jpeg_set_defaults() uses it to choose the default jpeg_color_space setting.
* Ensure the sampling factors, cinfo->comp_info[i].h_samp_factor and cinfo->comp_info[i].v_samp_factor, are correct. Since these indicate the dimensions of the data you are supplying, it's wise to set them explicitly, rather than assuming the library's defaults are what you want.

To pass raw data to the library, call jpeg_write_raw_data() in place of jpeg_write_scanlines(). The two routines work similarly except that jpeg_write_raw_data() takes a JSAMPIMAGE data array rather than JSAMPARRAY. The scanlines count passed to and returned from jpeg_write_raw_data() is measured in terms of the component with the largest v_samp_factor.

jpeg_write_raw_data() processes one MCU row per call, which is to say v_samp_factor*DCTSIZE sample rows of each component. The passed num_lines value must be at least max_v_samp_factor*DCTSIZE, and the return value will be exactly that amount (or possibly some multiple of that amount, in future library versions). This is true even on the last call at the bottom of the image; don't forget to pad your data as necessary.

The required dimensions of the supplied data can be computed for each component as

\[ \text{cinfo->comp_info[i].width_in_blocks*DCTSIZE} \]  samples per row
\[ \text{cinfo->comp_info[i].height_in_blocks*DCTSIZE} \]  rows in image

after jpeg_start_compress() has initialized those fields. If the valid data is smaller than this, it must be padded appropriately. For some sampling factors and image sizes, additional dummy DCT blocks are inserted to make the image a multiple of the MCU dimensions. The library creates such dummy blocks itself; it does not read them from your supplied data. Therefore you need never pad by more than DCTSIZE samples. An example may help here.

Assume 2h2v downsampling of YCbCr data, that is

\[ \text{cinfo->comp_info[0].h_samp_factor = 2} \] for Y
\[ \text{cinfo->comp_info[0].v_samp_factor = 2} \]
\[ \text{cinfo->comp_info[1].h_samp_factor = 1} \] for Cb
\[ \text{cinfo->comp_info[1].v_samp_factor = 1} \]
\[ \text{cinfo->comp_info[2].h_samp_factor = 1} \] for Cr
\[ \text{cinfo->comp_info[2].v_samp_factor = 1} \]
and suppose that the nominal image dimensions (cinfo->image_width and cinfo->image_height) are 101x101 pixels. Then jpeg_start_compress() will compute downsampled_width = 101 and width_in_blocks = 13 for Y, downsampled_width = 51 and width_in_blocks = 7 for Cb and Cr (and the same for the height fields). You must pad the Y data to at least 13*8 = 104 columns and rows, the Cb/Cr data to at least 7*8 = 56 columns and rows. The MCU height is max_v_samp_factor = 2 DCT rows so you must pass at least 16 scanlines on each call to jpeg_write_raw_data(), which is to say 16 actual sample rows of Y and 8 each of Cb and Cr. A total of 7 MCU rows are needed, so you must pass a total of 7*16 = 112 "scanlines". The last DCT block row of Y data is dummy, so it doesn't matter what you pass for it in the data arrays, but the scanlines count must total up to 112 so that all of the Cb and Cr data gets passed.

Output suspension is supported with raw-data compression: if the data destination module suspends, jpeg_write_raw_data() will return 0. In this case the same data rows must be passed again on the next call.

Decompression with raw data output implies bypassing all postprocessing: you cannot ask for rescaling or color quantization, for instance. More seriously, you must deal with the color space and sampling factors present in the incoming file. If your application only handles, say, 2h1v YCbCr data, you must check for and fail on other color spaces or other sampling factors. The library will not convert to a different color space for you.

To obtain raw data output, set cinfo->raw_data_out = TRUE before jpeg_start_decompress() (it is set FALSE by jpeg_read_header()). Be sure to verify that the color space and sampling factors are ones you can handle. Then call jpeg_read_raw_data() in place of jpeg_read_scanlines(). The decompression process is otherwise the same as usual.

jpeg_read_raw_data() returns one MCU row per call, and thus you must pass a buffer of at least max_v_samp_factor*DCTSIZE scanlines (scanline counting is the same as for raw-data compression). The buffer you pass must be large enough to hold the actual data plus padding to DCT-block boundaries. As with compression, any entirely dummy DCT blocks are not processed so you need not allocate space for them, but the total scanline count includes them. The above example of computing buffer dimensions for raw-data compression is equally valid for decompression.

Input suspension is supported with raw-data decompression: if the data source module suspends, jpeg_read_raw_data() will return 0. You can also use buffered-image mode to read raw data in multiple passes.

Really raw data: DCT coefficients
-----------------------------------
It is possible to read or write the contents of a JPEG file as raw DCT coefficients. This facility is mainly intended for use in lossless transcoding between different JPEG file formats. Other possible applications include lossless cropping of a JPEG image, lossless reassembly of a multi-strip or multi-tile TIFF/JPEG file into a single JPEG datastream, etc.

To read the contents of a JPEG file as DCT coefficients, open the file and do jpeg_read_header() as usual. But instead of calling jpeg_start_decompress() and jpeg_read_scanlines(), call jpeg_read_coefficients(). This will read the entire image into a set of virtual coefficient-block arrays, one array per component. The return value is a pointer to an array of virtual-array descriptors. Each virtual array can be accessed directly using the JPEG memory manager's access_virt_barray method (see Memory management, below, and also read structure.txt's discussion of virtual array handling). Or, for simple transcoding to a different JPEG file format, the array list can just be handed directly to jpeg_write_coefficients().

Each block in the block arrays contains quantized coefficient values in normal array order (not JPEG zigzag order). The block arrays contain only DCT blocks containing real data; any entirely-dummy blocks added to fill out interleaved MCUs at the right or bottom edges of the image are discarded during reading and are not stored in the block arrays. (The size of each block array can be determined from the width_in_blocks and height_in_blocks fields of the component's comp_info entry.) This is also the data format expected by jpeg_write_coefficients().

When you are done using the virtual arrays, call jpeg_finish_decompress() to release the array storage and return the decompression object to an idle state; or just call jpeg_destroy() if you don't need to reuse the object.

If you use a suspending data source, jpeg_read_coefficients() will return NULL if it is forced to suspend; a non-NULL return value indicates successful completion. You need not test for a NULL return value when using a non-suspending data source.

It is also possible to call jpeg_read_coefficients() to obtain access to the decoder’s coefficient arrays during a normal decode cycle in buffered-image mode. This framemish might be useful for progressively displaying an incoming image and then re-encoding it without loss. To do this, decode in buffered-image mode as discussed previously, then call jpeg_read_coefficients() after the last jpeg_finish_output() call. The arrays will be available for your use until you call jpeg_finish_decompress().

To write the contents of a JPEG file as DCT coefficients, you must provide the DCT coefficients stored in virtual block arrays. You can either pass block arrays read from an input JPEG file by jpeg_read_coefficients(), or
allocate virtual arrays from the JPEG compression object and fill them yourself. In either case, jpeg_write_coefficients() is substituted for jpeg_start_compress() and jpeg_write_scanlines(). Thus the sequence is
* Create compression object
* Set all compression parameters as necessary
* Request virtual arrays if needed
* jpeg_write_coefficients()
* jpeg_finish_compress()
* Destroy or re-use compression object
jpeg_write_coefficients() is passed a pointer to an array of virtual block array descriptors; the number of arrays is equal to cinfo.num_components.

The virtual arrays need only have been requested, not realized, before jpeg_write_coefficients() is called. A side-effect of jpeg_write_coefficients() is to realize any virtual arrays that have been requested from the compression object's memory manager. Thus, when obtaining the virtual arrays from the compression object, you should fill the arrays after calling jpeg_write_coefficients(). The data is actually written out when you call jpeg_finish_compress(); jpeg_write_coefficients() only writes the file header.

When writing raw DCT coefficients, it is crucial that the JPEG quantization tables and sampling factors match the way the data was encoded, or the resulting file will be invalid. For transcoding from an existing JPEG file, we recommend using jpeg_copy_critical_parameters(). This routine initializes all the compression parameters to default values (like jpeg_set_defaults()), then copies the critical information from a source decompression object. The decompression object should have just been used to read the entire JPEG input file --- that is, it should be awaiting jpeg_finish_decompress().

jpeg_write_coefficients() marks all tables stored in the compression object as needing to be written to the output file (thus, it acts like jpeg_start_compress(cinfo, TRUE)). This is for safety's sake, to avoid emitting abbreviated JPEG files by accident. If you really want to emit an abbreviated JPEG file, call jpeg_suppress_tables(), or set the tables' individual sent_table flags, between calling jpeg_write_coefficients() and jpeg_finish_compress().

Progress monitoring
-------------------

Some applications may need to regain control from the JPEG library every so often. The typical use of this feature is to produce a percent-done bar or other progress display. (For a simple example, see cjpeg.c or djpeg.c.) Although you do get control back frequently during the data-transferring pass (the jpeg_read_scanlines or jpeg_write_scanlines loop), any additional passes will occur inside jpeg_finish_compress or jpeg_start_decompress; those
routines may take a long time to execute, and you don't get control back until they are done.

You can define a progress-monitor routine which will be called periodically by the library. No guarantees are made about how often this call will occur, so we don't recommend you use it for mouse tracking or anything like that. At present, a call will occur once per MCU row, scanline, or sample row group, whichever unit is convenient for the current processing mode; so the wider the image, the longer the time between calls. During the data transferring pass, only one call occurs per call of jpeg_read_scanlines or jpeg_write_scanlines, so don't pass a large number of scanlines at once if you want fine resolution in the progress count. (If you really need to use the callback mechanism for time-critical tasks like mouse tracking, you could insert additional calls inside some of the library's inner loops.)

To establish a progress-monitor callback, create a struct jpeg_progress_mgr, fill in its progress_monitor field with a pointer to your callback routine, and set cinfo->progress to point to the struct. The callback will be called whenever cinfo->progress is non-NULL. (This pointer is set to NULL by jpeg_create_compress or jpeg_create_decompress; the library will not change it thereafter. So if you allocate dynamic storage for the progress struct, make sure it will live as long as the JPEG object does. Allocating from the JPEG memory manager with lifetime JPOOL_PERMANENT will work nicely.) You can use the same callback routine for both compression and decompression.

The jpeg_progress_mgr struct contains four fields which are set by the library:

- long pass_counter;/* work units completed in this pass */
- long pass_limit;/* total number of work units in this pass */
- int completed_passes;/* passes completed so far */
- int total_passes;/* total number of passes expected */

During any one pass, pass_counter increases from 0 up to (not including) pass_limit; the step size is usually but not necessarily 1. The pass_limit value may change from one pass to another. The expected total number of passes is in total_passes, and the number of passes already completed is in completed_passes. Thus the fraction of work completed may be estimated as completed_passes + (pass_counter/pass_limit)

---------------
total_passes

ignoring the fact that the passes may not be equal amounts of work.

When decompressing, pass_limit can even change within a pass, because it depends on the number of scans in the JPEG file, which isn't always known in advance. The computed fraction-of-work-done may jump suddenly (if the library discovers it has overestimated the number of scans) or even decrease (in the opposite case). It is not wise to put great faith in the work estimate.

When using the decompressor's buffered-image mode, the progress monitor work estimate is likely to be completely unhelpful, because the library has no way
to know how many output passes will be demanded of it. Currently, the library sets `total_passes` based on the assumption that there will be one more output pass if the input file end hasn't yet been read (`jpeg_input_complete()` isn't TRUE), but no more output passes if the file end has been reached when the output pass is started. This means that `total_passes` will rise as additional output passes are requested. If you have a way of determining the input file size, estimating progress based on the fraction of the file that's been read will probably be more useful than using the library's value.

Memory management
-----------------

This section covers some key facts about the JPEG library's built-in memory manager. For more info, please read structure.txt's section about the memory manager, and consult the source code if necessary.

All memory and temporary file allocation within the library is done via the memory manager. If necessary, you can replace the "back end" of the memory manager to control allocation yourself (for example, if you don't want the library to use `malloc()` and `free()` for some reason).

Some data is allocated "permanently" and will not be freed until the JPEG object is destroyed. Most data is allocated "per image" and is freed by `jpeg_finish_compress`, `jpeg_finish_decompress`, or `jpeg_abort`. You can call the memory manager yourself to allocate structures that will automatically be freed at these times. Typical code for this is

```c
ptr = (*cinfo->mem->alloc_small) ((j_common_ptr) cinfo, JPOOL_IMAGE, size);
```

Use `JPOOL_PERMANENT` to get storage that lasts as long as the JPEG object.

Use `alloc_large` instead of `alloc_small` for anything bigger than a few Kbytes.

There are also `alloc_sarray` and `alloc_barray` routines that automatically build 2-D sample or block arrays.

The library's minimum space requirements to process an image depend on the image's width, but not on its height, because the library ordinarily works with "strip" buffers that are as wide as the image but just a few rows high. Some operating modes (eg, two-pass color quantization) require full-image buffers. Such buffers are treated as "virtual arrays": only the current strip need be in memory, and the rest can be swapped out to a temporary file.

If you use the simplest memory manager back end (`jmemnobs.c`), then no temporary files are used; virtual arrays are simply `malloc()`/d. Images bigger than memory can be processed only if your system supports virtual memory.

The other memory manager back ends support temporary files of various flavors and thus work in machines without virtual memory. They may also be useful on Unix machines if you need to process images that exceed available swap space.

When using temporary files, the library will make the in-memory buffers for
its virtual arrays just big enough to stay within a "maximum memory" setting. Your application can set this limit by setting cinfo->mem->max_memory_to_use after creating the JPEG object. (Of course, there is still a minimum size for the buffers, so the max-memory setting is effective only if it is bigger than the minimum space needed.) If you allocate any large structures yourself, you must allocate them before jpeg_start_compress() or jpeg_start_decompress() in order to have them counted against the max memory limit. Also keep in mind that space allocated with alloc_small() is ignored, on the assumption that it's too small to be worth worrying about; so a reasonable safety margin should be left when setting max_memory_to_use.

If you use the jmemname.c or jmemdos.c memory manager back end, it is important to clean up the JPEG object properly to ensure that the temporary files get deleted. (This is especially crucial with jmemdos.c, where the "temporary files" may be extended-memory segments; if they are not freed, DOS will require a reboot to recover the memory.) Thus, with these memory managers, it's a good idea to provide a signal handler that will trap any early exit from your program. The handler should call either jpeg_abort() or jpeg_destroy() for any active JPEG objects. A handler is not needed with jmemnobs.c, and shouldn't be necessary with jmemansi.c or jmemmac.c either, since the C library is supposed to take care of deleting files made with tmpfile().

Memory usage
------------

Working memory requirements while performing compression or decompression depend on image dimensions, image characteristics (such as colorspace and JPEG process), and operating mode (application-selected options).

As of v6b, the decompressor requires:
1. About 24K in more-or-less-fixed-size data. This varies a bit depending on operating mode and image characteristics (particularly color vs. grayscale), but it doesn't depend on image dimensions.
2. Strip buffers (of size proportional to the image width) for IDCT and upsampling results. The worst case for commonly used sampling factors is about 34 bytes * width in pixels for a color image. A grayscale image only needs about 8 bytes per pixel column.
3. A full-image DCT coefficient buffer is needed to decode a multi-scan JPEG file (including progressive JPEGs), or whenever you select buffered-image mode. This takes 2 bytes/coefficient. At typical 2x2 sampling, that's 3 bytes per pixel for a color image. Worst case (1x1 sampling) requires 6 bytes/pixel. For grayscale, figure 2 bytes/pixel.
4. To perform 2-pass color quantization, the decompressor also needs a 128K color lookup table and a full-image pixel buffer (3 bytes/pixel). This does not count any memory allocated by the application, such as a buffer to hold the final output image.
The above figures are valid for 8-bit JPEG data precision and a machine with 32-bit ints. For 12-bit JPEG data, double the size of the strip buffers and quantization pixel buffer. The "fixed-size" data will be somewhat smaller with 16-bit ints, larger with 64-bit ints. Also, CMYK or other unusual color spaces will require different amounts of space.

The full-image coefficient and pixel buffers, if needed at all, do not have to be fully RAM resident; you can have the library use temporary files instead when the total memory usage would exceed a limit you set. (But if your OS supports virtual memory, it's probably better to just use jmemnobs and let the OS do the swapping.)

The compressor's memory requirements are similar, except that it has no need for color quantization. Also, it needs a full-image DCT coefficient buffer if Huffman-table optimization is asked for, even if progressive mode is not requested.

If you need more detailed information about memory usage in a particular situation, you can enable the MEM_STATS code in jmemmgr.c.

Library compile-time options
----------------------------

A number of compile-time options are available by modifying jmorecfg.h.

The JPEG standard provides for both the baseline 8-bit DCT process and a 12-bit DCT process. The IJG code supports 12-bit lossy JPEG if you define BITS_IN_JSAMPLE as 12 rather than 8. Note that this causes JSAMPLE to be larger than a char, so it affects the surrounding application's image data. The sample applications cjpeg and djpeg can support 12-bit mode only for PPM and GIF file formats; you must disable the other file formats to compile a 12-bit cjpeg or djpeg. (install.txt has more information about that.) At present, a 12-bit library can handle *only* 12-bit images, not both precisions. (If you need to include both 8- and 12-bit libraries in a single application, you could probably do it by defining NEED_SHORT_EXTERNAL_NAMES for just one of the copies. You'd have to access the 8-bit and 12-bit copies from separate application source files. This is untested ... if you try it, we'd like to hear whether it works!)

Note that a 12-bit library always compresses in Huffman optimization mode, in order to generate valid Huffman tables. This is necessary because our default Huffman tables only cover 8-bit data. If you need to output 12-bit files in one pass, you'll have to supply suitable default Huffman tables. You may also want to supply your own DCT quantization tables; the existing quality-scaling code has been developed for 8-bit use, and probably doesn't generate especially good tables for 12-bit.
The maximum number of components (color channels) in the image is determined by MAX_COMPONENTS. The JPEG standard allows up to 255 components, but we expect that few applications will need more than four or so.

On machines with unusual data type sizes, you may be able to improve performance or reduce memory space by tweaking the various typedefs in jmorecfg.h. In particular, on some RISC CPUs, access to arrays of "short"s is quite slow; consider trading memory for speed by making JCOEF, INT16, and UINT16 be "int" or "unsigned int". UINT8 is also a candidate to become int. You probably don't want to make JSAMPLE be int unless you have lots of memory to burn.

You can reduce the size of the library by compiling out various optional functions. To do this, undefine xxx_SUPPORTED symbols as necessary.

You can also save a few K by not having text error messages in the library; the standard error message table occupies about 5Kb. This is particularly reasonable for embedded applications where there's no good way to display a message anyway. To do this, remove the creation of the message table (jpeg_std_message_table[]) from jerror.c, and alter format_message to do something reasonable without it. You could output the numeric value of the message code number, for example. If you do this, you can also save a couple more K by modifying the TRACEMSn() macros in jerror.h to expand to nothing; you don't need trace capability anyway, right?

Portability considerations
-------------------------------

The JPEG library has been written to be extremely portable; the sample applications cjpeg and djpeg are slightly less so. This section summarizes the design goals in this area. (If you encounter any bugs that cause the library to be less portable than is claimed here, we'd appreciate hearing about them.)

The code works fine on ANSI C, C++, and pre-ANSI C compilers, using any of the popular system include file setups, and some not-so-popular ones too. See install.txt for configuration procedures.

The code is not dependent on the exact sizes of the C data types. As distributed, we make the assumptions that
- chars at least 8 bits wide
- shorts at least 16 bits wide
- ints at least 16 bits wide
- longs at least 32 bits wide
(These are the minimum requirements of the ANSI C standard.) Wider types will work fine, although memory may be used inefficiently if char is much larger.
than 8 bits or short is much bigger than 16 bits. The code should work equally well with 16- or 32-bit ints.

In a system where these assumptions are not met, you may be able to make the code work by modifying the typedefs in jmorecfg.h. However, you will probably have difficulty if int is less than 16 bits wide, since references to plain int abound in the code.

char can be either signed or unsigned, although the code runs faster if an unsigned char type is available. If char is wider than 8 bits, you will need to redefine JOCTET and/or provide custom data source/destination managers so that JOCTET represents exactly 8 bits of data on external storage.

The JPEG library proper does not assume ASCII representation of characters. But some of the image file I/O modules in cjpeg/djpeg do have ASCII dependencies in file-header manipulation; so does cjpeg's select_file_type() routine.

The JPEG library does not rely heavily on the C library. In particular, C stdio is used only by the data source/destination modules and the error handler, all of which are application-replaceable. (cjpeg/djpeg are more heavily dependent on stdio.) malloc and free are called only from the memory manager "back end" module, so you can use a different memory allocator by replacing that one file.

The code generally assumes that C names must be unique in the first 15 characters. However, global function names can be made unique in the first 6 characters by defining NEED_SHORT_EXTERNAL_NAMES.

More info about porting the code may be gleaned by reading jconfig.txt, jmorecfg.h, and jinclude.h.

Notes for MS-DOS implementors
---------------------------------

The IJG code is designed to work efficiently in 80x86 "small" or "medium" memory models (i.e., data pointers are 16 bits unless explicitly declared "far"; code pointers can be either size). You may be able to use small model to compile cjpeg or djpeg by itself, but you will probably have to use medium model for any larger application. This won't make much difference in performance. You *will* take a noticeable performance hit if you use a large-data memory model (perhaps 10%-25%), and you should avoid "huge" model if at all possible.

The JPEG library typically needs 2Kb-3Kb of stack space. It will also malloc about 20K-30K of near heap space while executing (and lots of far heap, but that doesn't count in this calculation). This figure will vary
depending on selected operating mode, and to a lesser extent on image size. There is also about 5Kb-6Kb of constant data which will be allocated in the near data segment (about 4Kb of this is the error message table). Thus you have perhaps 20K available for other modules' static data and near heap space before you need to go to a larger memory model. The C library's static data will account for several K of this, but that still leaves a good deal for your needs. (If you are tight on space, you could reduce the sizes of the I/O buffers allocated by jdatasrc.c and jdatadst.c, say from 4K to 1K. Another possibility is to move the error message table to far memory; this should be doable with only localized hacking on jerror.c.)

About 2K of the near heap space is "permanent" memory that will not be released until you destroy the JPEG object. This is only an issue if you save a JPEG object between compression or decompression operations.

Far data space may also be a tight resource when you are dealing with large images. The most memory-intensive case is decompression with two-pass color quantization, or single-pass quantization to an externally supplied color map. This requires a 128Kb color lookup table plus strip buffers amounting to about 40 bytes per column for typical sampling ratios (eg, about 25600 bytes for a 640-pixel-wide image). You may not be able to process wide images if you have large data structures of your own.

Of course, all of these concerns vanish if you use a 32-bit flat-memory-model compiler, such as DJGPP or Watcom C. We highly recommend flat model if you can use it; the JPEG library is significantly faster in flat model.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/libjpeg.txt
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TurboJPEG Java Wrapper

The TurboJPEG shared library can optionally be built with a Java Native Interface wrapper, which allows the library to be loaded and used directly from Java applications. The Java front end for this is defined in several classes located under org/libjpegturbo/turbojpeg. The source code for these Java classes is licensed under a BSD-style license, so the files can be incorporated directly into both open source and proprietary projects without restriction. A Java archive (JAR) file containing these classes is also shipped with the "official" distribution packages of libjpeg-turbo.

TJExample.java, which should also be located in the same directory as this README file, demonstrates how to use the TurboJPEG Java API to compress and decompress JPEG images in memory.
Performance Pitfalls

The TurboJPEG Java API defines several convenience methods that can allocate image buffers or instantiate classes to hold the result of compress, decompress, or transform operations. However, if you use these methods, then be mindful of the amount of new data you are creating on the heap. It may be necessary to manually invoke the garbage collector to prevent heap exhaustion or to prevent performance degradation. Background garbage collection can kill performance, particularly in a multi-threaded environment (Java pauses all threads when the GC runs.)

The TurboJPEG Java API always gives you the option of pre-allocating your own source and destination buffers, which allows you to re-use those buffers for compressing/decompressing multiple images. If the image sequence you are compressing or decompressing consists of images of the same size, then pre-allocating the buffers is recommended.

Installation Directory

If the TurboJPEG JNI library (libturbojpeg.so, libturbojpeg.jnilib, or turbojpeg.dll) is not installed under a system library directory or under a directory specified in LD_LIBRARY_PATH (Unix) or PATH (Windows), then you will need to pass an argument of -Djava.library.path={path_to_JNI_library} to java.

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/java/README
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/*
 * jdcolext.c
 *
 * This file was part of the Independent JPEG Group's software:
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 * Modifications:
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 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains output colorspace conversion routines.
 */

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/ *
* cdjpeg.h
* 
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* This file is part of the Independent JPEG Group's software.
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* 
* This file contains common declarations for the sample applications
* cdjpeg and djpeg. It is NOT used by the core JPEG library.
*/

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; for more details.

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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jfss2fst.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jiss2fst-64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jimxmfst.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jiss2fst.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jfss2fst-64.asm

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/ *
* jsimddct.h
* 
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* 
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
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*
*/

Found in path(s):
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 *
 * This file contains routines to write JPEG datastream markers.
 */

Found in path(s):
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/*
 * jmemmgr.c
 *
 * Copyright (C) 1991-1997, Thomas G. Lane.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains the JPEG system-independent memory management
 * routines. This code is usable across a wide variety of machines; most
 * of the system dependencies have been isolated in a separate file.
 * The major functions provided here are:
 * * pool-based allocation and freeing of memory;
 * * policy decisions about how to divide available memory among the
 *   virtual arrays;
 * * control logic for swapping virtual arrays between main memory and
 *   backing storage.
 * The separate system-dependent file provides the actual backing-storage
 * access code, and it contains the policy decision about how much total
 * main memory to use.
 * This file is system-dependent in the sense that some of its functions
 * are unnecessary in some systems. For example, if there is enough virtual
* memory so that backing storage will never be used, much of the virtual
* array control logic could be removed. (Of course, if you have that much
* memory then you shouldn't care about a little bit of unused code...)
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jmemmgr.c
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/*
 * jidctflt.c
 *
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 *
 * This file contains a floating-point implementation of the
 * inverse DCT (Discrete Cosine Transform). In the IJG code, this routine
 * must also perform dequantization of the input coefficients.
 *
 * This implementation should be more accurate than either of the integer
 * IDCT implementations. However, it may not give the same results on all
 * machines because of differences in roundoff behavior. Speed will depend
 * on the hardware's floating point capacity.
 *
 * A 2-D IDCT can be done by 1-D IDCT on each column followed by 1-D IDCT
 * on each row (or vice versa, but it's more convenient to emit a row at
 * a time). Direct algorithms are also available, but they are much more
 * complex and seem not to be any faster when reduced to code.
 *
 * This implementation is based on Arai, Agui, and Nakajima's algorithm for
 * scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
 * Japanese, but the algorithm is described in the Pennebaker & Mitchell
 * JPEG textbook (see REFERENCES section in file README). The following code
 * is based directly on figure 4-8 in P&M.
 * While an 8-point DCT cannot be done in less than 11 multiplies, it is
 * possible to arrange the computation so that many of the multiplies are
 * simple scalings of the final outputs. These multiplies can then be
 * folded into the multiplications or divisions by the JPEG quantization
 * table entries. The AA&N method leaves only 5 multiplies and 29 adds
 * to be done in the DCT itself.
 * The primary disadvantage of this method is that a fixed-point
 * implementation, accuracy is lost due to imprecise representation of the
 * scaled quantization values. However, that problem does not arise if
 * we use floating point arithmetic.
*/
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 *
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 * ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE
 * POSSIBILITY OF SUCH DAMAGE.
 */

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* jsimd_none.c
*
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2009-2011 D. R. Commander
*
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
* *
* This file contains stubs for when there is no SIMD support available.
*/

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/jsimd_none.c
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License: BSD-style

libjpeg-turbo rivals that of proprietary high-speed JPEG codecs.

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/release/libjpeg-turbo.spec.in
No license file was found, but licenses were detected in source scan.

/*
* jsimd_arm.c
*
* Copyright 2009 Pierre Ossman <ossman@cendio.se> for Cendio AB
* Copyright 2009-2011 D. R. Commander
*
* Based on the x86 SIMD extension for IJG JPEG library,
* Copyright (C) 1999-2006, MIYASAKA Masaru.
* For conditions of distribution and use, see copyright notice in jsimdext.inc
* *
* This file contains the interface between the "normal" portions
* of the library and the SIMD implementations when running on
* ARM architecture.
* *
* Based on the stubs from 'jsimd_none.c'
*/

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimd_arm.c
No license file was found, but licenses were detected in source scan.

libjpeg-turbo note: This image was extracted from the 8-bit nightshot_iso_100 image. The original can be downloaded at the link below.

The New Image Compression Test Set - Jan 2008
http://www.imagecompression.info/test_images

The images historically used for compression research (lena, barbra, pepper etc...) have outlived their useful life and its about time they become a part of history only. They are too small, come from data sources too old and are available in only 8-bit precision.

These images have been carefully selected to aid in image compression algorithm research and evaluation. These are photographic images chosen to come from a wide variety of sources and each one picked to stress different aspects of algorithms. Images are available in 8-bit, 16-bit and 16-bit linear variations, RGB and gray.

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Acknowledgments: A lot of people contributed a lot of time and effort in making this test set possible. Thanks to everyone who voiced their opinion in any of the discussions online. Thanks to Axel Becker, Thomas Richter and Niels Frhling for their extensive help in picking images, running all the various tests etc... Thanks to Pete Fraser, Tony Story, Wayne J. Cosshall, David Coffin, Bruce Lindbloom and raw.fotosite.pl for the images which make up this set.

Sachin Garg [India]
sachingarg@c10n.info


Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/testimages/nightshot_iso_100.txt
No license file was found, but licenses were detected in source scan.

/*
 */
* jfdctfst.c
*
* Copyright (C) 1994-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.

* This file contains a fast, not so accurate integer implementation of the
* forward DCT (Discrete Cosine Transform).

* A 2-D DCT can be done by 1-D DCT on each row followed by 1-D DCT
* on each column. Direct algorithms are also available, but they are
* much more complex and seem not to be any faster when reduced to code.

* This implementation is based on Arai, Agui, and Nakajima's algorithm for
* scaled DCT. Their original paper (Trans. IEICE E-71(11):1095) is in
* Japanese, but the algorithm is described in the Pennebaker & Mitchell
* JPEG textbook (see REFERENCES section in file README). The following code
* is based directly on figure 4-8 in P&M.
* While an 8-point DCT cannot be done in less than 11 multiplies, it is
* possible to arrange the computation so that many of the multiplies are
* simple scalings of the final outputs. These multiplies can then be
* folded into the multiplications or divisions by the JPEG quantization
* table entries. The AA&N method leaves only 5 multiplies and 29 adds
* to be done in the DCT itself.
* The primary disadvantage of this method is that with fixed-point math,
* accuracy is lost due to imprecise representation of the scaled
* quantization values. The smaller the quantization table entry, the less
* precise the scaled value, so this implementation does worse with high-
* quality-setting files than with low-quality ones.

*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-
archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbddd/libjpeg-turbo-1.2.90/jfdctfst.c
No license file was found, but licenses were detected in source scan.

/*
* wrrle.c
*
* Copyright (C) 1991-1996, Thomas G. Lane.
* This file is part of the Independent JPEG Group's software.
* For conditions of distribution and use, see the accompanying README file.
*
* This file contains routines to write output images in RLE format.
* The Utah Raster Toolkit library is required (version 3.1 or later).
*
* These routines may need modification for non-Unix environments or
* specialized applications. As they stand, they assume output to
* an ordinary stdio stream.
*
* Based on code contributed by Mike Lijewski,
* with updates from Robert Hutchinson.
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/wrrle.c
No license file was found, but licenses were detected in source scan.

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* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jimmmxred.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jccloss2.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jdmerss2-64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jcsammmx.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jdmermmx.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jfssesflt.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jcsamss2.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jccloss2.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jsimdcpu.asm
Open Source Used In DCNM 12 12.0(2) 8683
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/*
 * wrppm.c
 *
 * Copyright (C) 1991-1996, Thomas G. Lane.
 * Modified 2009 by Guido Vollbeding.
 * This file is part of the Independent JPEG Group's software.
 * For conditions of distribution and use, see the accompanying README file.
 *
 * This file contains routines to write output images in PPM/PGM format.
 * The extended 2-byte-per-sample raw PPM/PGM formats are supported.
 * The PBMPLUS library is NOT required to compile this software
 * (but it is highly useful as a set of PPM image manipulation programs).
 *
 * These routines may need modification for non-Unix environments or
 * specialized applications. As they stand, they assume output to
 * an ordinary stdio stream.
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jiss2flt64.asm
* /opt/ws_local/PERMITS_SQL/1007828089_1591902017.54/0/libjpeg-turbo-1.2.90-8.el7.src.rpm-cosi-expand-archive-izMLZnt8/libjpeg-turbo-1.2.90.tar.gz-cosi-expand-archive-Cd49Tbdd/libjpeg-turbo-1.2.90/simd/jdsamss264.asm

1.967 netifaces 0.11.0
1.967.1 Available under license:

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1.968 perl-pod-simple 3.28 4.el7

1.969 urllib3 1.24.1

1.969.1 Available under license:

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# Contributions to the urllib3 project

## Creator & Maintainer

* Andrey Petrov <andrey.petrov@shazow.net>

## Contributors
In chronological order:

* victor.vde <http://code.google.com/u/victor.vde/>
  * HTTPS patch (which inspired HTTPSConnectionPool)

* erikcederstrand <http://code.google.com/u/erikcederstrand/>
  * NTLM-authenticated HTTPSConnectionPool
  * Basic-authenticated HTTPSConnectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
  * Client-verified SSL certificates for HTTPSConnectionPool
  * Response gzip and deflate encoding support
  * Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>
  * Non-multipart encoding for POST requests

* p.dobrogost <http://code.google.com/u/@WBRSRIBZDhBFXQB6/>
  * Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>
  * Bugfixes, suggestions, Requests integration

* georgemarshall <https://github.com/georgemarshall>
  * Bugfixes, Improvements and Test coverage

* Thomas Kluyver <thomas@kluyver.me.uk>
  * Python 3 support

* brandon-rhodes <http://rhodesmill.org/brandon>
  * Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>
  * IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>
  * Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>
  * Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>
  * Support for TLS SNI
  * API unification of ssl_version/cert_reqs
  * SSL fingerprint and alternative hostname verification
  * Bugfixes in testsuite
* Sune Kirkeby <mig@ibofobi.dk>
  * Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
  * Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
  * Correct six.moves conflict
  * Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravellosystems.com>
  * Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>
  * Stream method for Response objects.
  * Return native strings in header values.
  * Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
  * Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
  * Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
  * Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
  * Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
  * Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
- Account retries on proxy errors

- Nicolas Delaby <nicolas.delaby@ezeep.com>
- Use the platform-specific CA certificate locations

- Josh Schneier <https://github.com/jschneier>
- HTTPHeaderDict and associated tests and docs
- Bugfixes, docs, test coverage

- Tahia Khan <http://tahia.tk/>
- Added Timeout examples in docs

- Arthur Grunseid <https://grunseid.com>
- source_address support and tests (with https://github.com/bui)

- Ian Cordasco <graffatcolmingov@gmail.com>
- PEP8 Compliance and Linting
- Add ability to pass socket options to an HTTP Connection

- Erik Tollerud <erik.tollerud@gmail.com>
- Support for standard library io module.

- Krishna Prasad <kprasad.iitd@gmail.com>
- Google App Engine documentation

- Aaron Meurer <asmeurer@gmail.com>
- Added Url.url, which unparses a Url

- Evgeny Kapun <abacabadabacaba@gmail.com>
- Bugfixes

- Benjamen Meyer <bm_witness@yahoo.com>
- Security Warning Documentation update for proper capture

- Shivan Sornarajah <github@sornars.com>
- Support for using ConnectionPool and PoolManager as context managers.

- Alex Gaynor <alex.gaynor@gmail.com>
- Updates to the default SSL configuration

- Tomas Tomecek <ttomecek@redhat.com>
- Implemented generator for getting chunks from chunked responses.

- tllynn <https://github.com/tllynn>
- Respect the warning preferences at import.

- David D. Riddle <ddriddle@illinois.edu>
- IPv6 bugfixes in testsuite
* Thea Flowers <magicalgirl@google.com>
  * App Engine environment tests.
  * Documentation re-write.

* John Krauss <https://github.com/talos>
  * Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
  * Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jatherfold@hotmail.com>
  * Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
  * IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
  * Fix low-level exceptions leaking from `HTTPResponse.stream()`.
  * Bugfix for `ConnectionPool.urlopen(release_conn=False)`.
  * Creation of `HTTPConnectionPool.ResponseCls`.

* Predrag Gruevski <https://github.com/obi1kenobi>
  * Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
  * Bugfix to ca_cert file paths.

* Evan Meagher <https://evanmeagher.net>
  * Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenberg <jayvdb@gmail.com>
  * Python 2.6 fixes; pyflakes and pep8 compliance

* Andy Caldwell <andy.m.caldwell@googlemail.com>
  * Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
  * Logging efficiency improvements, spelling fixes, Travis config.

* Shige Takeda <smtakeda@gmail.com>
  * Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jesse Shapiro <jesse@jesseshapiro.net>
  * Various character-encoding fixes/tweaks
  * Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>
* Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
  * Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
  * History list to Retry object.
  * HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
  * Ensure timeouts are not booleans and greater than zero.
  * Fixed infinite loop in ``stream`` when amt=None.
  * Added length_remaining to determine remaining data to be read.
  * Added enforce_content_length to raise exception when incorrect content-length received.

* Seth Michael Larson <sethmichaellarson@protonmail.com>
  * Created selectors backport that supports PEP 475.

* Alexandre Dias <alex.dias@smarkets.com>
  * Don't retry on timeout if method not in whitelist

* Moinuddin Quadri <moin18@gmail.com>
  * Lazily load idna package

* Tom White <s6yg1ez3@mail2tor.com>
  * Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

* Tim Burke <tim.burke@gmail.com>
  * Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
  * Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
  * Bugfix to pyopenssl vendoring

* Wolfgang Richter <wolfgang.richter@gmail.com>
  * Bugfix related to loading full certificate chains with PyOpenSSL backend.

* Mike Miller <github@mikeage.net>
  * Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>
  * Fix ``util.selectors._fileobj_to_fd`` to accept ``long``.
  * Update appveyor tox setup to use the 64bit python.

* Akamai (through Jesse Shapiro) <jshapiro@akamai.com>
  * Ongoing maintenance
* Dominique Leuenberger <dimstar@opensuse.org>
  * Minor fixes in the test suite

* Will Bond <will@wbond.net>
  * Add Python 2.6 support to ``contrib.securetransport``

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
  * using auth info for socks proxy

* Chris Wilcox <git@crwilcox.com>
  * Improve contribution guide
  * Add ``HTTPResponse.geturl`` method to provide ``urllib2.urlopen().geturl()`` behavior

* Bruce Merry <https://www.brucemerry.org.za>
  * Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <https://github.com/hugovk>
  * Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
  * Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <https://github.com/jbramleycl>
  * Add ability to handle multiple Content-Encodings

* [Your name or handle] <[email or website]>
  * [Brief summary of your changes]

1.970 geoipupdate 2.5.0 1.el7
1.970.1 Available under license:

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Yes to both questions.

Thanks,
Jorge

From: Tom Callaway <tcallawa@redhat.com>
Sent: January 8, 2013 6:49 PM
To: Jorge Jimenez <iryoku@gmail.com>
CC: jorge@iryoku.com
Subject: Re: Question about Mesa MLAA license

On 01/08/2013 12:39 PM, Jorge Jimenez wrote:
> Hi Tom,
> > What we meant with that is that we made an exception for clause 2.
> > Instead of clause 2, in the case of the Mesa project, you have to name
> > the technique Jimenez's MLAA in the config options of Mesa. We did that
> > just to allow them to solve license issues. This exception should be for
> > the Mesa project, and any project using Mesa, like Fedora.
> > > We want to widespread usage of our MLAA, so we want to avoid any kind of
> > license complications. Hope current one is good for Fedora, if not
> > please tell, and we'll see what we can do!
> 
> Okay, a few more questions:
* If Fedora decides to simply reproduce the quoted statement:
"Uses Jimenez's MLAA. Copyright (C) 2010 by Jorge Jimenez, Belen Masia, Jose I. Echevarria, Fernando Navarro and Diego Gutierrez."

Specifically, if this is done as part of documentation included with Mesa, is that sufficient to meet clause 2 even if the Mesa config option is not set as described in your exception?

* Currently, the Mesa config option for MLAA says: "Morphological anti-aliasing based on Jimenez' MLAA. 0 to disable, 8 for default quality". Is this in compliance with your exception?

Thanks again,

~tom

==

Fedora Project

Subject: RE: Question about Mesa MLAA license
From: Jorge Jimenez <iryoku@gmail.com>
Date: 01/08/2013 12:39 PM
To: "jorge@iryoku.com" <jorge@iryoku.com>, Tom Callaway <tcallawa@redhat.com>

Hi Tom,

What we meant with that is that we made an exception for clause 2. Instead of clause 2, in the case of the Mesa project, you have to name the technique Jimenez's MLAA in the config options of Mesa. We did that just to allow them to solve license issues. This exception should be for the Mesa project, and any project using Mesa, like Fedora.

We want to widespread usage of our MLAA, so we want to avoid any kind of license complications. Hope current one is good for Fedora, if not please tell, and we'll see what we can do!

Cheers,
Jorge

From: Tom Callaway <tcallawa@redhat.com>
Sent: January 8, 2013 6:30 PM
To: jorge@iryoku.com
Subject: Question about Mesa MLAA license

Jorge,

Thanks for all of your fantastic graphics work! I have been auditing Fedora (a popular distribution of Linux) for license compliance and I
came across your MLAA code in Mesa.

The license says:

* 2. Redistributions in binary form must reproduce the following statement:
* "Uses Jimenez's MLAA. Copyright (C) 2010 by Jorge Jimenez, Belen Masia, Jose I. Echevarria, Fernando Navarro and Diego Gutierrez."
* Only for use in the Mesa project, this point 2 is filled by naming the technique Jimenez's MLAA in the Mesa config options.

That wording is unclear. When you say "Only for use in the Mesa project...", it seems like you could either be saying:

- This code may only be used as part of Mesa.

OR

- In Mesa, you can comply with clause 2 by simply selecting "Jimenez's MLAA" in the Mesa config options.

*****

If the first item is true, then we may have to remove the MLAA code from Fedora's copy of Mesa. However, looking at the license on your SMAA code, I do not believe it to be the case. Please let me know either way!

Thanks in advance,

Tom Callaway
Fedora Legal

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* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5-jar/org/hibernate/validator/cfg/context/TypeConstraintMappingContext.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5-jar/org/hibernate/validator/internal/engine/valueextraction/ShortArrayValueExtractor.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5-jar/org/hibernate/validator/internal/engine/valueextraction/OptionalLongValueExtractor.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5-jar/org/hibernate/validator/constraints/Currency.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5-jar/org/hibernate/validator/validators/ModCheck.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5-jar/org/hibernate/validator/internal/xml/mapping/MappingXmlParser.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5-jar/org/hibernate/validator/internal/engine/valueextraction/OptionalDoubleValueExtractor.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5-jar/org/hibernate/validator/internal/util/priviledegactions/package-info.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5-jar/org/hibernate/validator/internal/xml/mapping/ContainerElementTypeConfigurationBuilder.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5-jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/decimal/DecimalMinValidatorForBigInteger.java
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jar/org/hibernate/validator/internal/constraintvalidators/bv/time/futureorpresent/AbstractFutureOrPresentEpochBaseValidator.java

* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/internal/constraintvalidators/bv/number/bound/MinValidatorForBigDecimal.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NegativeValidatorForDouble.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/internal/metadata/facets/Validatable.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/internal/constraintvalidators/bv/number/sign/NegativeOrZeroValidatorForBigDecimal.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/internal/constraintvalidators/hv/CurrencyValidatorForMonetaryAmount.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/internal/util/stereotypes/ThreadSafe.java
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* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/spi/group/package-info.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/constraintvalidation/HibernateConstraintValidatorInitializationContext.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/internal/engine/messageinterpolation/package-info.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/constraintvalidation/HibernateConstraintValidatorInitializationContext.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/internal/selection/GroupSequenceProvider.java
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* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/internal/engine/valueextraction/OptionalValueExtractor.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/internal/metadata/provider/ProgrammaticMetaDataProvider.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/cfg/context/ContainerElementTarget.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/internal/constraintvalidators/bv/time/pastorpresent/PastOrPresentValidatorForCalendar.java
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* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/INTERNAL/constraintvalidators/bv/AssertTrueValidator.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/INTERNAL/constraintvalidators/bv/EmailValidator.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/INTERNAL/constraintvalidators/bv/time/DurationMinValidator.java
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/INTERNAL/constraintvalidators/bv/time/DurationMaxValidator.java
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* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/META-INF/validation-mapping-2.0.xsd
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/META-INF/validation-configuration-1.1.xsd
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/META-INF/validation-configuration-2.0.xsd
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/org/hibernate/validator/overview.html
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/META-INF/validation-mapping-1.1.xsd
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5.jar/META-INF/validation-mapping-1.0.xsd

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 */
/**
 *<p>
 * A method-level constraint, that evaluates a script expression against the
 * annotated method or constructor. This constraint can be used to implement
 * validation routines that depend on several parameters of the annotated
 * executable.
 */
</p>
<p>
* Script expressions can be written in any scripting or expression language,
* for which a <a href="http://jcp.org/en/jsr/detail?id=223">JSR 223</a>
* ("Scripting for the Java<sup>TM</sup> Platform") compatible engine can be
* found on the classpath. To refer to a parameter within the scripting
* expression, use its name as obtained by the active
* [@link javax.validation.ParameterNameProvider]. By default, [@code arg0], [@code arg1] etc.
* will be used as parameter names.
* </p>
* </p>
* The following listing shows an example using the JavaScript engine which
* comes with the JDK:
* </p>
* </p>
* [@code @ParameterScriptAssert(script = "arg0.before(arg1)", lang = "javascript")
* public void createEvent(Date start, Date end) { ... }
* }
* </pre>
* </p>
* Can be specified on any method or constructor.
* </p>
* *
* *@author Gunnar Morling
*/

Found in path(s):
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5-
jar/org/hibernate/validator/constraints/ParameterScriptAssert.java
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*/
/**
* Retrieves constraint related meta data for the parameters of the given
* executable.
*
* *@param executable The executable of interest.
*
* *@return A list with parameter meta data for the given executable.
*/

Found in path(s):
* /opt/cola/permits/1110675265_1606843042.99/0/hibernate-validator-6-0-18-final-sources-5-
jar/org/hibernate/validator/internal/metadata/provider/AnnotationMetaDataProvider.java
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 */

Found in path(s):
  * /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-jar/inet/ipaddr/ipv6/IPv6AddressStringParameters.java
  * /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-jar/inet/ipaddr/format/validate/ParsedHost.java
  * /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-jar/inet/ipaddr/AddressComparator.java
  * /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-jar/inet/ipaddr/HostIdentifierString.java
  * /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-jar/inet/ipaddr/ipv4/IPv4Address.java
  * /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-jar/inet/ipaddr/mac/MACAddressNetwork.java
  * /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-jar/inet/ipaddr/format/IPAddressDivisionGrouping.java
  * /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-jar/inet/ipaddr/format/validate/Validator.java
  * /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-jar/inet/ipaddr/format/AddressDivisionBase.java
  * /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-jar/inet/ipaddr/HostNameException.java
  * /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-jar/inet/ipaddr/format/util/sql/IPAddressSQLTranslator.java
  * /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-jar/inet/ipaddr/format/util/IPAddressUtils.java
  * /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-jar/inet/ipaddr/format/IPAddressStringConverter.java
jar/inet/ipaddr/format/IPAddressJoinedSegments.java
* /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-
jar/inet/ipaddr/IPAddressConverter.java
* /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-
jar/inet/ipaddr/IPAddressNetwork.java
* /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-
jar/inet/ipaddr/IPAddressTypeNetwork.java
* /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-
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* /opt/ws_local/PERMITS_SQL/1013125626_1591898339.98/0/ipaddress-3-0-0-sources-
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A. HISTORY OF THE SOFTWARE

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

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

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

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

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  jar/io/netty/buffer/ByteBufAllocatorMetric.java
* /opt/cola/permits/1110676925_1606843969.75/0/netty-buffer-4-1-34-final-sources-1-
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  jar/io/netty/buffer/package-info.java
* /opt/cola/permits/1110676925_1606843969.75/0/netty-buffer-4-1-34-final-sources-1-
  jar/io/netty/buffer/AbstractByteBuf.java
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  jar/io/netty/buffer/ByteBufHolder.java
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  jar/io/netty/buffer/ByteBufProcessor.java
* /opt/cola/permits/110676925_1606843969.75/0/netty-buffer-4-1-34-final-sources-1-
  jar/io/netty/buffer/FixedCompositeByteBuf.java
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  jar/io/netty/buffer/UnreleasableByteBuf.java
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* /opt/cola/permits/110676925_1606843969.75/0/netty-buffer-4-1-34-final-sources-1-
  jar/io/netty/buffer/WrappedByteBuf.java
* /opt/cola/permits/110676925_1606843969.75/0/netty-buffer-4-1-34-final-sources-1-
  jar/io/netty/buffer/SimpleLeakAwareByteBuf.java
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1.1036 aggs-matrix-stats-client 6.8.7

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1.1037 apache-log4j 1.2.17

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* /opt/cola/permits/1135872535_1613620847.49/0/spring-aop-5-2-12-release-sources.jar/org/springframework/aop/framework/adapter/ThrowsAdviceAdapter.java
* /opt/cola/permits/1135872535_1613620847.49/0/spring-aop-5-2-12-release-sources.jar/org/springframework/aop/interceptor/DebugInterceptor.java

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  jar/org/springframework/aop/aspectj/AspectJAfterThrowingAdvice.java
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* /opt/cola/permits/1135872535_1613620847.49/0/spring-aop-5-2-12-release-sources-jar/org/springframework/aop/framework/support/IntroductionInfoSupport.java
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* /opt/cola/permits/1135872535_1613620847.49/0/spring-aop-5-2-12-release-sources-jar/org/springframework/aop/support/MethodMatcher.java
* /opt/cola/permits/1135872535_1613620847.49/0/spring-aop-5-2-12-release-sources-jar/org/springframework/aop/support/DefaultIntroductionAdvisor.java
* /opt/cola/permits/1135872535_1613620847.49/0/spring-aop-5-2-12-release-sources-jar/org/springframework/aop/framework/AopProxyUtils.java

1.1040 springfox-spi 2.8.0

1.1041 swagger 2.1.10
1.1041.1 Available under license:

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1.1043 bouncy-castle 1.62

1.1044 libutempter 1.1.6 4.el7

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1.1048 dns-python 2.1.0

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* /opt/cola/permits/1135953085_1613641336.59/0/commons-logging-1-1-sources-10-
  jar/org/apache/commons/logging/Log.java
* /opt/cola/permits/1135953085_1613641336.59/0/commons-logging-1-1-sources-10-
  jar/org/apache/commons/logging/impl/LogFactoryImpl.java
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  jar/org/apache/commons/logging/impl/NoOpLog.java
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* /opt/ws_local/PERMITS_SQL/1068412446_1594388588.58/0/spring-core-5-2-5-release-sources-1-jar/org/springframework/core/task/TaskExecutor.java
* /opt/ws_local/PERMITS_SQL/1068412446_1594388588.58/0/spring-core-5-2-5-release-sources-1-jar/org/springframework/core/convert/support/CollectionToStringConverter.java
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org.springframework.core.ReactiveAdapterRegistry$SpringCoreBlockHoundIntegration

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 *  jar/org/springframework/core/io/buffer/DataBufferUtils.java
 *  /opt/ws_local/PERMITS_SQL/1068412446_1594388588.58/0/spring-core-5-2-5-release-sources-1-
 *  jar/org/springframework/core/util/ObjectUtils.java
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* /opt/ws_local/PERMITS_SQL/1068412446_1594388588.58/0/spring-core-5-2-5-release-sources-1.jar/org/springframework/util/comparator/InstanceComparator.java
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* /opt/ws_local/PERMITS_SQL/1068412446_1594388588.58/0/spring-core-5-2-5-release-sources-1.jar/org/springframework/util/xml/StaxUtils.java
* /opt/ws_local/PERMITS_SQL/1068412446_1594388588.58/0/spring-core-5-2-5-release-sources-1.jar/org/springframework/core/annotation/IntrospectionFailureLogger.java
* /opt/ws_local/PERMITS_SQL/1068412446_1594388588.58/0/spring-core-5-2-5-release-sources-1.jar/org/springframework/core/annotation/AnnotationFilter.java
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* /opt/ws_local/PERMITS_SQL/1068412446_1594388588.58/0/spring-core-5-2-5-release-sources-1.jar/org/springframework/core/type/classreading/AnnotationAttributesReadingVisitor.java
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* /opt/ws_local/PERMITS_SQL/1068412446_1594388588.58/0/spring-core-5-2-5-release-sources-1.jar/org/springframework/core/codec/ResourceRegionEncoder.java
* /opt/ws_local/PERMITS_SQL/1068412446_1594388588.58/0/spring-core-5-2-5-release-sources-1.jar/org/springframework/core/log/LogAccessor.java
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* /opt/ws_local/PERMITS_SQL/1068412446_1594388588.58/0/spring-core-5-2-5-release-sources-1.jar/org/springframework/io/AbstractResource.java
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* /opt/ws_local/PERMITS_SQL/1068412446_1594388588.58/0/spring-core-5-2-5-release-sources-1.jar/org/springframework/core/convert/Property.java
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# Contributions to the urllib3 project

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In chronological order:

* victor.vde <http://code.google.com/u/victor.vde/>
  * HTTPS patch (which inspired HTTPSConectionPool)

* erikcederstrand <http://code.google.com/u/erikcederstrand/>
  * NTLM-authenticated HTTPSConectionPool
  * Basic-authenticated HTTPSConectionPool (merged into make_headers)

* niphlod <niphlod@gmail.com>
  * Client-verified SSL certificates for HTTPSConectionPool
  * Response gzip and deflate encoding support
  * Better unicode support for filepost using StringIO buffers

* btoconnor <brian@btoconnor.net>
  * Non-multipart encoding for POST requests

* p.dobrogost <http://code.google.com/u/@WBRSPBZdBFQ6B>/
  * Code review, PEP8 compliance, benchmark fix

* kennethreitz <me@kennethreitz.com>
  * Bugfixes, suggestions, Requests integration

* georgemarshall <https://github.com/georgemarshall>
  * Bugfixes, Improvements and Test coverage

* Thomas Kluyver <thomas@kluyver.me.uk>
* Python 3 support

* brandon-rhodes <http://rhodesmill.org/brandon>
* Design review, bugfixes, test coverage.

* studer <theo.studer@gmail.com>
* IPv6 url support and test coverage

* Shivaram Lingamneni <slingamn@cs.stanford.edu>
* Support for explicitly closing pooled connections

* hartator <hartator@gmail.com>
* Corrected multipart behavior for params

* Thomas Weischuh <thomas@t-8ch.de>
* Support for TLS SNI
* API unification of ssl_version/cert_reqs
* SSL fingerprint and alternative hostname verification
* Bugfixes in testsuite

* Sune Kirkeby <mig@ibofobi.dk>
* Optional SNI-support for Python 2 via PyOpenSSL.

* Marc Schlaich <marc.schlaich@gmail.com>
* Various bugfixes and test improvements.

* Bryce Boe <bbzbryce@gmail.com>
* Correct six.moves conflict
* Fixed pickle support of some exceptions

* Boris Figovsky <boris.figovsky@ravellosystems.com>
* Allowed to skip SSL hostname verification

* Cory Benfield <https://lukasa.co.uk/about/>
* Stream method for Response objects.
* Return native strings in header values.
* Generate 'Host' header when using proxies.

* Jason Robinson <jaywink@basshero.org>
* Add missing WrappedSocket.fileno method in PyOpenSSL

* Audrius Butkevicius <audrius.butkevicius@elastichosts.com>
* Fixed a race condition

* Stanislav Vitkovskiy <stas.vitkovsky@gmail.com>
* Added HTTPS (CONNECT) proxy support

* Stephen Holsapple <sholsapp@gmail.com>
* Added abstraction for granular control of request fields

* Martin von Gagern <Martin.vGagern@gmx.net>
  * Support for non-ASCII header parameters

* Kevin Burke <kev@inburke.com> and Pavel Kirichenko <juanych@yandex-team.ru>
  * Support for separate connect and request timeouts

* Peter Waller <p@pwaller.net>
  * HTTPResponse.tell() for determining amount received over the wire

* Nipunn Koorapati <nipunn1313@gmail.com>
  * Ignore default ports when comparing hosts for equality

* Danilo @dbrgn <https://dbrgn.ch/>
  * Disabled TLS compression by default on Python 3.2+
  * Disabled TLS compression in pyopenssl contrib module
  * Configurable cipher suites in pyopenssl contrib module

* Roman Bogorodskiy <roman.bogorodskiy@ericsson.com>
  * Account retries on proxy errors

* Nicolas Delaby <nicolas.delaby@ezeep.com>
  * Use the platform-specific CA certificate locations

* Josh Schneier <https://github.com/jschneier>
  * HttpHeaders and associated tests and docs
  * Bugfixes, docs, test coverage

* Tahia Khan <http://tahia.tk/>
  * Added Timeout examples in docs

* Arthur Grunseid <https://grunseid.com>
  * source_address support and tests (with https://github.com/bui)

* Ian Cordasco <graffatcolmingov@gmail.com>
  * PEP8 Compliance and Linting
  * Add ability to pass socket options to an HTTP Connection

* Erik Tollerud <erik.tollerud@gmail.com>
  * Support for standard library io module.

* Krishna Prasad <kprasad.iitd@gmail.com>
  * Google App Engine documentation

* Aaron Meurer <asmeurer@gmail.com>
  * Added Url.url, which unparses a Url
* Evgeny Kapun <abacabadabacaba@gmail.com>
  * Bugfixes

* Benjamen Meyer <bm_witness@yahoo.com>
  * Security Warning Documentation update for proper capture

* Shivan Sornarajah <github@sornars.com>
  * Support for using ConnectionPool and PoolManager as context managers.

* Alex Gaynor <alex.gaynor@gmail.com>
  * Updates to the default SSL configuration

* Tomas Tomecek <ttomecek@redhat.com>
  * Implemented generator for getting chunks from chunked responses.

* tlynn <https://github.com/tlynn>
  * Respect the warning preferences at import.

* David D. Riddle <ddriddle@illinois.edu>
  * IPv6 bugfixes in testsuite

* Thea Flowers <magicalgirl@google.com>
  * App Engine environment tests.
  * Documentation re-write.

* John Krauss <https://github.com/talos>
  * Clues to debugging problems with `cryptography` dependency in docs

* Disassem <https://github.com/Disassem>
  * Fix pool-default headers not applying for url-encoded requests like GET.

* James Atherfold <jlatherfold@hotmail.com>
  * Bugfixes relating to cleanup of connections during errors.

* Christian Pedersen <https://github.com/chripede>
  * IPv6 HTTPS proxy bugfix

* Jordan Moldow <https://github.com/jmoldow>
  * Fix low-level exceptions leaking from `HTTPResponse.stream()`.
  * Bugfix for `ConnectionPool.urlopen(release_conn=False)`.
  * Creation of `HTTPConnectionPool.ResponseCls`.

* Predrag Gruevski <https://github.com/obi1kenobi>
  * Made cert digest comparison use a constant-time algorithm.

* Adam Talsma <https://github.com/a-tal>
  * Bugfix to ca_cert file paths.
* Evan Meagher <https://evanmeagher.net>
* Bugfix related to `memoryview` usage in PyOpenSSL adapter

* John Vandenberg <jayvdb@gmail.com>
* Python 2.6 fixes; pyflakes and pep8 compliance

* Andy Caldwell <andy.m.caldwell@googlemail.com>
* Bugfix related to reusing connections in indeterminate states.

* Ville Skytt <ville.skytta@iki.fi>
* Logging efficiency improvements, spelling fixes, Travis config.

* Shige Takeda <smtakeda@gmail.com>
* Started Recipes documentation and added a recipe about handling concatenated gzip data in HTTP response

* Jess Shapiro <jesse@jesseshapiro.net>
* Various character-encoding fixes/tweaks
* Disabling IPv6 DNS when IPv6 connections not supported

* David Foster <http://dafoster.net/>
* Ensure order of request and response headers are preserved.

* Jeremy Cline <jeremy@jcline.org>
* Added connection pool keys by scheme

* Aviv Palivoda <palaviv@gmail.com>
* History list to Retry object.
* HTTPResponse contains the last Retry object.

* Nate Prewitt <nate.prewitt@gmail.com>
* Ensure timeouts are not booleans and greater than zero.
* Fixed infinite loop in `stream` when amt=None.
* Added `length_remaining` to determine remaining data to be read.
* Added `enforce_content_length` to raise exception when incorrect content-length received.

* Seth Michael Larson <sethmichaellarson@protonmail.com>
* Created selectors backport that supports PEP 475.

* Alexandre Dias <alex.dias@smarkets.com>
* Don't retry on timeout if method not in whitelist

* Moinuddin Quadri <moin18@gmail.com>
* Lazily load idna package

* Tom White <s6yy1ez3@mail2tor.com>
* Made SOCKS handler differentiate socks5h from socks5 and socks4a from socks4.

* Tim Burke <tim.burke@gmail.com>
* Stop buffering entire deflate-encoded responses.

* Tuukka Mustonen <tuukka.mustonen@gmail.com>
* Add counter for status_forcelist retries.

* Erik Rose <erik@mozilla.com>
* Bugfix to pyopenssl vendoring

* Wolfgang Richter <wolfgang.richter@gmail.com>
* Bugfix related to loading full certificate chains with PyOpenSSL backend.

* Mike Miller <github@mikeage.net>
* Logging improvements to include the HTTP(S) port when opening a new connection

* Ioannis Tziakos <mail@itziakos.gr>
* Fix `util.selectors._fileobj_to_fd` to accept `long`.
* Update appveyor tox setup to use the 64bit python.

* Akamai (through Jess Shapiro) <jshapiro@akamai.com>
* Ongoing maintenance; 2017-2018

* Dominique Leuenberger <dimstar@opensuse.org>
* Minor fixes in the test suite

* Will Bond <will@wbond.net>
* Add Python 2.6 support to `contrib.securetransport`

* Aleksei Alekseev <alekseev.yeskela@gmail.com>
* using auth info for socks proxy

* Chris Wilcox <git@crwilcox.com>
* Improve contribution guide
* Add `HTTPResponse.geturl` method to provide `urllib2.urlopen().geturl()` behavior

* Bruce Merry <https://www.brucemerry.org.za>
* Fix leaking exceptions when system calls are interrupted with zero timeout

* Hugo van Kemenade <https://github.com/hugovk>
* Drop support for EOL Python 2.6

* Tim Bell <https://github.com/timb07>
* Bugfix for responses with Content-Type: message/* logging warnings

* Justin Bramley <https://github.com/jbramleycl>
* Add ability to handle multiple Content-Encodings

* Katsuhiko YOSHIDA <https://github.com/kyoshidajp>
* Remove Authorization header regardless of case when redirecting to cross-site
* James Meickle <https://permadeath.com/>
  * Improve handling of Retry-After header

* Chris Jerdonek <chris.jerdonek@gmail.com>
  * Remove a spurious TypeError from the exception chain inside
    HTTPConnectionPool._make_request(), also for BaseExceptions.

* Jorge Lopez Silva <https://github.com/jalopezsilva>
  * Added support for forwarding requests through HTTPS proxies.

* Benno Rice <benno@jeamland.net>
  * Allow cadata parameter to be passed to underlying ```SSLContext.load_verify_locations()```

* Keiichi Kobayashi <abok.1k@gmail.com>
  * Rename VerifiedHTTPSConnection to HTTPSConnection

* Himanshu Garg <garg_himanshu@outlook.com>
  * DOC & LICENSE Update

* Hod Bin Noon <bin.noon.hod@gmail.com>
  * Test improvements

* Chris Olufson <tycarac@gmail.com>
  * Fix for connection not being released on HTTP redirect and response not preloaded

* [Bastiaan Bakker] <https://github.com/bastiaanb>
  * Support for logging session keys via environment variable ```SSLKEYLOGFILE``` (Python 3.8+)

* [Your name or handle] <[email or website]>
  * [Brief summary of your changes]

### 1.1057 springfox-schema 2.9.2

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 * Set the { @code TCP_MD5SIG} option on the socket. See { @code linux/tcp.h} for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */

/**
 * Set the { @code TCP_QUICKACK} option on the socket.
 * See <a href="https://linux.die.net//man/7/tcp">TCP_QUICKACK</a> for more details.
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 * Set the [code TCP_MD5SIG] option on the socket. See [code linux/tcp.h] for more details.
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1.1064 webswing-app-interface 2.5-SNAPSHOT

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Modified sept./oct. 2005 by Olivier Fourdan <fourdan@xfce.org>
Modified apr. 2006 by Olivier Fourdan <fourdan@xfce.org>
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Therapy

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Modified Feb. 22nd 2006 by Olivier Fourdan <fourdan@xfce.org>
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1.1065 shiro 1.2.5

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1.1069 spring-web 5.2.2.RELEASE

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* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2-jar/org/springframework/context/support/SpringBeanAutowiringSupport.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2-jar/org/springframework/web/HttpMediaTypeNotAcceptableException.java
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* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/web/context/request/async/CallableProcessingInterceptorAdapter.java
# This file maps Internet media types to unique file extension(s).
# Although created for httpd, this file is used by many software systems
# and has been placed in the public domain for unlimited redistribution.
#  
# The table below contains both registered and (common) unregistered types.
# A type that has no unique extension can be ignored -- they are listed
# here to guide configurations toward known types and to make it easier to
# identify "new" types. File extensions are also commonly used to indicate
# content languages and encodings, so choose them carefully.
#  
# Internet media types should be registered as described in RFC 4288.
# The registry is at <https://www.iana.org/assignments/media-types/>.
#  
# This file was retrieved from
#  
# MIME type (lowercased)Extensions
# ===================================================================
# application/1d-interleaved-parityfec
# application/3gpdash-qoe-report+xml
# application/3gpp-ims+xml
# application/a2l
# application/activemessage
# application/alto-costmap+json
# application/alto-costmapfilter+json
# application/alto-directory+json
# application/alto-endpointcost+json
# application/alto-endpointcostparams+json
application/gxf
# application/gzip
# application/h224
# application/held+xml
# application/http
application/hyperstudio
# application/ibe-key-request+xml
# application/ibe-pkg-reply+xml
# application/ibe-pp-data
# application/iges
# application/im-iscomposing+xml
# application/index
# application/index.cmd
# application/index.obj
# application/index.response
# application/index.vnd
application/inkml+xml
# application/iotp
application/ipfix
# application/ipp
# application/isup
# application/its+xml
application/java-archive
application/java-serialized-object
application/java-vm
application/javascript
# application/jose
# application/jose+json
# application/jrd+json
application/json
# application/json-patch+json
# application/json-seq
application/jsonml+xml
# application/jwk+json
# application/jwk-set+json
# application/jwt
# application/kpml-request+xml
# application/kpml-response+xml
# application/ld+json
# application/lgr+xml
# application/link-format
# application/load-control+xml
application/lost+xml
# application/lostsync+xml
# application/lxf
application/mac-binhex40
application/mac-compactpro
# application/macwriteii
# application/qsig
# application/raptorfec
# application/rdap+json
application/rdf+xml
application/reginfo+xml
application/relax-ng-compact-syntax
# application/remote-printing
# application/reputon+json
application/resource-lists+xml
application/resource-lists-diff+xml
# application/rfc+xml
# application/riscos
# application/rmi+xml
application/rls-services+xml
application/rpki-ghostbusters+gbr
application/rpki-manifest+mft
application/rpki-roa+roa
# application/rpki-updown
application/rsd+xml
application/rss+xml
application/rtf
# application/rtloopback
# application/rtx
# application/samlassertion+xml
# application/samlmetadata+xml
application/sbml+xml
# application/scap+xml
# application/scap+json
application/scvp-cv-request+scq
application/scvp-cv-response+scs
application/scvp-vp-request+spq
application/scvp-vp-response+spp
application/sdp
# application/sep+xml
# application/sep-exi
# application/session-info
# application/set-payment
application/set-payment-initiation+setpay
# application/set-registration
application/set-registration-initiation+setreg
# application/sgml
# application/sgml-open-catalog
application/shf+xml
# application/sieve
# application/simple-filter+xml
# application/simple-message-summary
# application/simplesymbolcontainer
# application/slate
# application/smil
application/smil+xml
application/smi
application/smi+xml
# application/smpte336m
# application/soap+fastinfoset
# application/soap+xml
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application/sparql-results+xml
# application/spirits-event+xml
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# application/tamp-status-response
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application/timestamp-reply
application/timestamped-data
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# application/tve-trigger
# application/ulpfec
# application/urc-grpsheet+xml
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# application/urc-uisocketdesc+xml
# application/vcard+json
# application/vcard+xml
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application/vnd.epson.esf
application/vnd.epson.msf
application/vnd.epson.quickanime
application/vnd.epson.salt
application/vnd.epson.ssf
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# application/vnd.eudora.data
# application/vnd.motorola.flexsuite.gotap
# application/vnd.motorola.flexsuite.kmr
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# application/vnd.motorola.flexsuite.wem
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text/xul
# application/vnd.ms-3mfdocument
application/vnd.ms-artgalry
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* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2-
  jar/org/springframework/http/mime.types
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* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2-
jar/org/springframework/web/context/support/RequestHandledEvent.java
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jar/org/springframework/web/context/support/RequestHandledEvent.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2-
jar/org/springframework/web/context/support/RequestHande
jar/org/springframework/web/server/ResponseStatusException.java
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* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2-jar/org/springframework/server/reactive/DefaultSslInfo.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2-jar/org/springframework/web/jsf/el/WebApplicationContextFacesELResolver.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2-jar/org/springframework/web/client/ResponseErrorHandler.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2-jar/org/springframework/web/context/ServletConfigAware.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2-jar/org/springframework/web/context/ContextLoader.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/web/util/pattern/WildcardPathElement.java
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* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/web/context/ContextLoaderListener.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/remoting/jaxws/AbstractJaxWsServiceExporter.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/web/context/request/ServletWebRequest.java
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* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/web/accept/ParameterContentNegotiationStrategy.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/web/util/TagUtils.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/web/util/pattern/RegexPathElement.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/web/util/OpaqueUriComponents.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/web/bind/MissingPathVariableException.java
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* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/web/util/pattern/RegexPathElement.java
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* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/web/server/UnsupportedMediaTypeStatusException.java
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* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/web/bind/ServletRequestParameterPropertyValues.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/web/util/ContentCachingRequestWrapper.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2.jar/org/springframework/remoting/caucho/HessianExporter.java
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  jar/org/springframework/web/bind/annotation/Mapping.java
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  jar/org/springframework/web/context/support/ServletContextResourceLoader.java
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jar/org/springframework/http/server/ServerHttpResponse.java
* /opt/cola/permits/1141988932_1615255825.83/0/spring-web-5-2-2-release-sources-2-
jar/org/springframework/web/HttpMediaTypeException.java
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 * Return the web session for the current request. Always guaranteed to
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 * client, or with a new session id either because the client did not
 * specify one or because the underlying session had expired. Use of this
 * method does not automatically create a session. See {@link WebSession}
 * for more details.
 */

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  jar/org/springframework/jdbc/core/metadata/SqlServerCallMetaDataProvider.java
* /opt/cola/permits/1135872729_1613620771.190/spring-jdbc-5-2-12-release-sources-1-
  jar/org/springframework/jdbc/core/metadata/OracleCallMetaDataProvider.java
* /opt/cola/permits/1135872729_1613620771.190/spring-jdbc-5-2-12-release-sources-1-
  jar/org/springframework/jdbc/core/metadata/SybaseCallMetaDataProvider.java
* /opt/cola/permits/1135872729_1613620771.190/spring-jdbc-5-2-12-release-sources-1-
  jar/org/springframework/jdbc/config/InitializeDatabaseBeanDefinitionParser.java
* /opt/cola/permits/1135872729_1613620771.190/spring-jdbc-5-2-12-release-sources-1-
  jar/org/springframework/jdbc/core/support/SqlLobValue.java
* /opt/cola/permits/1135872729_1613620771.190/spring-jdbc-5-2-12-release-sources-1-
  jar/org/springframework/jdbc/support/DefaultLobHandler.java
* /opt/cola/permits/1135872729_1613620771.190/spring-jdbc-5-2-12-release-sources-1-
  jar/org/springframework/jdbc/core/metadata/PostgresCallMetaDataProvider.java
* /opt/cola/permits/1135872729_1613620771.190/spring-jdbc-5-2-12-release-sources-1-
  jar/org/springframework/jdbc/config/InitializeDatabaseBeanDefinitionParser.java
* /opt/cola/permits/1135872729_1613620771.190/spring-jdbc-5-2-12-release-sources-1-
  jar/org/springframework/jdbc/core/support/SybaseCallMetaDataProvider.java
* /opt/cola/permits/1135872729_1613620771.190/spring-jdbc-5-2-12-release-sources-1-
  jar/org/springframework/jdbc/core/support/SybaseCallMetaDataProvider.java
* /opt/cola/permits/1135872729_1613620771.190/spring-jdbc-5-2-12-release-sources-1-
  jar/org/springframework/jdbc/core/support/SybaseCallMetaDataProvider.java
* /opt/cola/permits/1135872729_1613620771.190/spring-jdbc-5-2-12-release-sources-1-
  jar/org/springframework/jdbc/core/support/SybaseCallMetaDataProvider.java
jar/org/springframework/jdbc/datasource/ConnectionProxy.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-
jar/org/springframework/jdbc/support/lob/PassThroughClob.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-
jar/org/springframework/jdbc/config/EmbeddedDatabaseBeanDefinitionParser.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-
jar/org/springframework/jdbc/support/xml/Jdbc4SqlXmlHandler.java
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/**
* The classes in this package make JDBC easier to use and
* reduce the likelihood of common errors. In particular, they:
* <ul>
* <li>Simplify error handling, avoiding the need for try/catch/finally
* blocks in application code.
* <li>Present exceptions to application code in a generic hierarchy of
* unchecked exceptions, enabling applications to catch data access
* exceptions without being dependent on JDBC, and to ignore fatal
* exceptions there is no value in catching.
* <li>Allow the implementation of error handling to be modified
* to target different RDBMSes without introducing proprietary
* dependencies into application code.
* </ul>
* 
* <p>This package and related packages are discussed in Chapter 9 of
* <a href="https://www.amazon.com/exec/obidos/tg/detail/-/0764543857/">Expert One-On-One J2EE Design and
* Development</a>
* by Rod Johnson (Wrox, 2002).
*/

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* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/LazyConnectionDataSourceProxy.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/support/KeyHolder.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/TransactionAwareDataSourceProxy.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/support/SQLExceptionTranslator.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/init/ResourceDatabasePopulator.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/object/SqlFunction.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/init/ResourceDatabasePopulator.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/JdbcTransactionObjectSupport.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/object/RdbmsOperation.java

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*/
/**
* Close this LobCreator session and free its temporarily created BLOBs and CLOBs. Will not need to do anything if using PreparedStatement's standard methods, but might be necessary to free database resources if using proprietary means. <p><b>NOTE</b>: Needs to be invoked after the involved PreparedStatements have been executed or the affected O/R mapping sessions have been flushed. Otherwise, the database resources for the temporary BLOBs might stay allocated.
*/

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* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/core/BatchPreparedStatementSetter.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/support/xml/XmlCharacterStreamProvider.java
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* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/lookup/DataSourceLookupFailureException.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/support/incrementer/AbstractSequenceMaxValueIncrementer.java

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* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/lookup/DataSourceLookupFailureException.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/support/incrementer/AbstractSequenceMaxValueIncrementer.java

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* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/lookup/DataSourceLookupFailureException.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/support/incrementer/AbstractSequenceMaxValueIncrementer.java

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* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/lookup/DataSourceLookupFailureException.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/support/incrementer/AbstractSequenceMaxValueIncrementer.java

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* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/core/metadata/GenericTableMetaDataProvider.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/support/SQLExceptionTranslator.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/DriverManagerDataSource.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/core/PreparedStatementCreatorFactory.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/core/namedparam/NamedParameterJdbcTemplate.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/embedded/DataSourceFactory.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/core/StatementCreatorUtils.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/core/SqlProvider.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/DataSourceTransactionManager.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/SingleConnectionDataSource.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/core/metadata/CallParameterMetaData.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/core/metadata/TableMetaDataProviderFactory.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/support/JdbcUtils.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/init/DatabasePopulatorUtils.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/core/namedparam/NamedParameterJdbcOperations.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/core/namedparam/SqlParameterSourceUtils.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/datasource/embedded/AbstractEmbeddedDatabaseConfigurer.java

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/**<n
  * Implement this interface when parameters need to be customized based
  * on the connection. We might need to do this to make use of proprietary
  * features, available only with a specific Connection type.
  *
  * @author Rod Johnson
  * @author Thomas Risberg
  * @see CallableStatementCreatorFactory#createCallableStatementCreator(ParameterMapper)
  * @see org.springframework.jdbc.object.StoredProcedure#execute(ParameterMapper)
  */

* Create a Map of input parameters, keyed by name.
* @param con a JDBC connection. This is useful (and the purpose of this interface)
* if we need to do something RDBMS-specific with a proprietary Connection
* implementation class. This class conceals such proprietary details. However,
* it is best to avoid using such proprietary RDBMS features if possible.
* @return a Map of input parameters, keyed by name (never { @code null})
* @throws SQLException if an SQLException is encountered setting
* parameter values (that is, there's no need to catch SQLException)
*/

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  jar/org/springframework/jdbc/datasource/lookup/DataSourceLookup.java
* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-
  jar/org/springframework/jdbc/datasource/init/DatabasePopulator.java
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  jar/org/springframework/jdbc/core/RowCallbackHandler.java
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  jar/org/springframework/jdbc/support/lob/LobHandler.java
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  jar/org/springframework/jdbc/core/namedparam/MapSqlParameterSourceExtensions.kt
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Strategic interface for translating between `SQLException` exceptions and Spring's data access strategy-agnostic `DataAccessException` hierarchy.

Implementations can be generic (for example, using `SQLException#SQLException()` methods for JDBC) or wholly proprietary (for example, using Oracle error codes) for greater precision.

@link Rod Johnson @link Juergen Hoeller @see org.springframework.dao.DataAccessException

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* /opt/cola/permits/1135872729_1613620771.19/0/spring-jdbc-5-2-12-release-sources-1-jar/org/springframework/jdbc/core/support/AbstractLobCreatingPreparedStatementCallback.java

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* /opt/cola/permits/1111556675_1606933695.39/0/netty-resolver-4-1-22-final-sources-jar/io/netty/resolver/AddressResolverGroup.java
* /opt/cola/permits/1111556675_1606933695.39/0/netty-resolver-4-1-22-final-sources-jar/io/netty/resolver/package-info.java
* /opt/cola/permits/1111556675_1606933695.39/0/netty-resolver-4-1-22-final-sources-jar/io/netty/resolver/NameResolver.java
* /opt/cola/permits/1111556675_1606933695.39/0/netty-resolver-4-1-22-final-sources-jar/io/netty/resolver/SimpleNameResolver.java
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* /opt/cola/permits/1111556675_1606933695.39/0/netty-resolver-4.1.22-final-sources
dir/io/netty/resolver/HostsFileEntriesResolver.java
* /opt/cola/permits/1111556675_1606933695.39/0/netty-resolver-4.1.22-final-sources
dir/io/netty/resolver/DefaultHostsFileEntriesResolver.java
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dir/io/netty/resolver/InetAddressResolver.java
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1.1079 plexus-velocity 1.1.2

1.1080 jcmtturner-dnsutils 1.0.1

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* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/control/MouseListenerTranslator.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/decorators/ToStringLabeller.java
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* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/annotations/AnnotatingModalGraphMouse.java
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* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/util/Animator.java
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* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/control/GraphMouseAdapter.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/control/AbstractGraphMousePlugin.java
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* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-
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* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/picking/PickedState.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/picking/AbstractPickedState.java
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* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/picking/LayoutLensShapePickSupport.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/picking/ShapePickSupport.java
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* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/transform/AbsoluteCrossoverScalingControl.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/transform/AbstractPopupGraphMousePlugin.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/transform/shape/MagnifyShapeTransformer.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/transform/shape/Intersector.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/transform/shape/ViewLensSupport.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/transform/HyperbolicShapeTransformer.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/transform/LensTransformer.java
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* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-
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* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/transform/MutableAffineTransformer.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/transform/AffineTransformer.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/transform/shape/ShapeFlatnessTransformer.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/transform/BidirectionalTransformer.java

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* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/VisualizationViewer.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/VisualizationImageServer.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/VisualizationServer.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/picking/PickedInfo.java
* /opt/cola/permits/1150250027_1627682372.03/0/jung-visualization-2-1-1-sources-jar/edu/uci/ics/jung/visualization/renderers/Renderer.java
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jar/edu/uci/ics/jung/visualization/util/PredicatedParallelEdgeIndexFunction.java

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1.1082 gofrs-uuid 3.3.0+incompatible

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  jar/javax/validation/metadata/CascadableDescriptor.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
  jar/javax/validation/ConstraintTarget.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
  jar/javax/validation/constraints/FutureOrPresent.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
  jar/javax/validation/constraints/Null.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
  jar/javax/validation/ConstraintValidatorContext.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
  jar/javax/validation/metadata/ExecutableDescriptor.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
  jar/javax/validation/groups/Default.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
  jar/javax/validation/MessageInterpolator.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
  jar/javax/validation/metadata/package-info.java
* /opt/cola/permits/1135880235_1613624044.2/0/jakarta-validation-api-2-0-2-sources-3-
  jar/javax/validation/valueextraction/Unwrapping.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
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  jar/java/validation/constraintvalidation/ValidationTarget.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
  jar/java/validation/metadata/MethodDescriptor.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
  jar/java/validation/package-info.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
  jar/java/validation/UnwrappedByDefault.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
  jar/java/validation/constraints/ConstraintViolation.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
  jar/java/validation/ConstraintDefinitionException.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
  jar/java/validation/metadata/ValidateWrappedValue.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
  jar/java/validation/constraintvalidation/SupportedValidationTarget.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
  jar/java/validation/groups/package-info.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
  jar/java/validation/spi/ValidationProvider.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
  jar/java/validation/ElementKind.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
  jar/java/validation/metadata/GroupConversionDescriptor.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
  jar/java/validation/valueextraction/ExtractedValue.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
  jar/java/validation/bootstrap/GenericBootstrap.java
* /opt/cola/permits/1135880235_1613624044.2/jakarta-validation-api-2-0-2-sources-3-
  jar/java/validation/constraintvalidation/package-info.java
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* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/oio/package-info.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/SucceededChannelFuture.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-
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jar/io/netty/channel/nio/AbstractNioMessageChannel.java
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jar/io/netty/channel/group/DefaultChannelGroupFuture.java
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jar/io/netty/channel/oio/AbstractOioByteChannel.java
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jar/io/netty/channel/EventLoopException.java
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jar/io/netty/channel/AdaptiveRecvByteBufAllocator.java
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jar/io/netty/channel/socket/ServerSocketChannelConfig.java
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jar/io/netty/channel/ChannelInitializer.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-
jar/io/netty/channel/ChannelInboundHandler.java
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jar/io/netty/channel/local/LocalServerChannel.java
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jar/io/netty/channel/embedded/EmbeddedEventLoop.java
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* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/pool/FixedChannelPool.java
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* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its [ @link ChannelPipeline].
<h3>Sub-types</h3>

[@link ChannelHandler] itself does not provide many methods, but you usually have to implement one of its subtypes:

- [@link ChannelInboundHandler] to handle inbound I/O events, and
- [@link ChannelOutboundHandler] to handle outbound I/O operations.

Alternatively, the following adapter classes are provided for your convenience:

- [@link ChannelInboundHandlerAdapter] to handle inbound I/O events,
- [@link ChannelOutboundHandlerAdapter] to handle outbound I/O operations, and
- [@link ChannelDuplexHandler] to handle both inbound and outbound events

For more information, please refer to the documentation of each subtype.

<h3>The context object</h3>

A [@link ChannelHandlerContext] object. A [@link ChannelHandler] is supposed to interact with the [@link ChannelPipeline] it belongs to via a context object. Using the context object, the [@link ChannelHandler] can pass events upstream or downstream, modify the pipeline dynamically, or store the information (using [@link AttributeKey]) which is specific to the handler.

<h3>State management</h3>

A [@link ChannelHandler] often needs to store some stateful information. The simplest and recommended approach is to use member variables:

```java
public interface Message {
    // your methods here
}

public class DataServerHandler extends @link SimpleChannelInboundHandler<Message> {
    private boolean loggedIn;

    @Override
    public void channelRead0(@link ChannelHandlerContext ctx, Message message) {
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) message);
        }
    }
}
```
loggedIn = true;

} else (message instanceof GetDataMessage) {
    if (loggedIn) {
        ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
    } else {
        fail();
    }
}

Because the handler instance has a state variable which is dedicated to
one connection, you have to create a new handler instance for each new
channel to avoid a race condition where an unauthenticated client can get
the confidential information:

// Create a new handler instance per channel.
// See [@link ChannelInitializer#initChannel(Channel)].
public class DataServerInitializer extends [@link ChannelInitializer]<{@link Channel}> {
    @Override
    public void initChannel({@link Channel} channel) {
        channel.pipeline().addLast("handler", new DataServerHandler());
    }
}

<h4>Using [@link AttributeKey]s</h4>

Although it’s recommended to use member variables to store the state of a
handler, for some reason you might not want to create many handler instances.
In such a case, you can use [@link AttributeKey]s which is provided by
[@link ChannelHandlerContext]:

public interface Message {
    // your methods here
}

public class DataServerHandler extends @link SimpleChannelInboundHandler]{Message} {
    private final @link AttributeKey}@link Boolean> auth =
        @link AttributeKey#valueOf(String) AttributeKey.valueOf("auth");

    @Override
    public void channelRead(@link ChannelHandlerContext) ctx, Message message) {
...
authenticate((LoginMessage) o);

<b>&lt;b&gt;attr.set(true)&lt;/b&gt;;

} else (message instanceof GetDataMessage) {

if (&lt;b&gt;Boolean.TRUE.equals(attr.get())&lt;/b&gt;) {

  ctx.writeAndFlush(fetchSecret((GetDataMessage) o));

} else {

  fail();

}

} else {

  ...

}

</pre>

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

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

</pre>

* <h4>The {@code @Sharable} annotation</h4>  
* In the example above which used an {@link AttributeKey},
* you might have noticed the {@code @Sharable} annotation.
* 
* If a {@link ChannelHandler} is annotated with the {@code @Sharable}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more {@link ChannelPipeline}s multiple times without
* a race condition.
* 
* If this annotation is not specified, you have to create a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* 
* This annotation is provided for documentation purpose, just like
* 
* <h3>Additional resources worth reading</h3>  
* Please refer to the {@link ChannelHandler}, and
* { @link ChannelPipeline} to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a pipeline, and how to handle
* the operation in your application.
*/

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* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/ChannelProgressivePromise.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/SimpleChannelInboundHandler.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/ChannelGroupException.java
* /opt/ws_local/PERMITS_SQL/1063377421_1592971888.81/0/netty-transport-4-1-43-final-sources-1-jar/io/netty/channel/ChannelHandlerAdapter.java

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1.1087 reflections 0.9.11

1.1088 maven-repository-metadata 2.0.9

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1.1089 asm-tree 7.1
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* /opt/cola/permits/1135892749_1613626907.72/0/asm-tree-7-1-sources-2-jar/org/objectweb/asm/tree/LocalVariableAnnotationNode.java
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* /opt/cola/permits/1135892749_1613626907.72/0/asm-tree-7-1-sources-2-jar/org/objectweb/asm/tree/package.html

1.1090 config-xml 1.4.0

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## Special Recognition ##

One of the key reasons we got delayed on the CentOS-6 release was lack of
suitable build resources, especially when we had to repeatedly build large
chunks of code. Norwood S came forward and worked with me to
setup a large build machine, then tune the build process and help improve
the overall build, test and validate process we were using. This build
machine he donated to the project was about 5 times more capable than the
entire buildsystem we had. And he did this out of his own pocket, from
his own time, and has since upgraded the machine as well. It's now a 128GB,
48 core machine, with 4 SSD's and 4 sata disks : but the key metric is
that it can build from source, the entire CentOS-7 distro in under 22 hrs.

Having this capability was key in our ability to build, test and deliver
CentOS-7 as rapidly as we have been able to.

We'd like to dedicate the CentOS-7 Release to Mr Norwood S, of Phoenix,
AZ, USA for his continued support for the project.

Contributors:
The Red Hat developers, without whom CentOS would look very different

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1.1109 gir1.2-gdkpixbuf-2.0 2.10.0

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1.1111 jackson-jaxrs 2.9.6

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1.1114 commons-collections 3.1

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Zstd-jni: JNI bindings to Zstd Library

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* Base class for deriving an XML filter.
*
* <blockquote>
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* Public Domain, and comes with <strong>NO WARRANTY</strong>.</blockquote>
* <p>This class is designed to sit between an {@link org.xml.sax.XMLReader
* XMLReader} and the client application's event handlers. By default, it
* does nothing but pass requests up to the reader and events
* on to the handlers unmodified, but subclasses can override
* specific methods to modify the event stream or the configuration
* requests as they pass through.</p>
*
* @since SAX 2.0
* @author David Megginson,
* <a href="mailto:sax@megginson.com">sax@megginson.com</a>
* @version 2.0
* @see org.xml.sax.XMLFilter
* @see org.xml.sax.XMLReader
* @see org.xml.sax.EntityResolver
* @see org.xml.sax.DTDHandler
* @see org.xml.sax.ContentHandler
* @see org.xml.sax.ErrorHandler
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
jar/org/xml/sax/helpers/XMLFilterImpl.java
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/**
* Basic interface for SAX error handlers.
*
* <blockquote>
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* Public Domain, and comes with <strong>NO WARRANTY</strong>.</blockquote>
* </blockquote>
If a SAX application needs to implement customized error handling, it must implement this interface and then register an instance with the XML reader using the

```java
[@link org.xml.sax.XMLReader#setErrorHandler setErrorHandler]
```

method. The parser will then report all errors and warnings through this interface.

```html
</p>
```

**WARNING:** If an application does not register an ErrorHandler, XML parsing errors will go unreported and bizarre behaviour may result.

```html
</p>
```

For XML processing errors, a SAX driver must use this interface instead of throwing an exception: it is up to the application to decide whether to throw an exception for different types of errors and warnings. Note, however, that there is no requirement that the parser continue to provide useful information after a call to

```java
[@link fatalError]
```

(in other words, a SAX driver class could catch an exception and report a fatalError).

```html
</p>
```

@since SAX 1.0
@version 2.0
@see org.xml.sax.Parser#setErrorHandler
@see org.xml.sax.SAXParseException

Found in path(s):

```
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/ErrorHandler.java
```

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/**
 * Interface for a list of XML attributes.
 *
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 *
 * This interface allows access to a list of attributes in three different ways:
 *
 * <ol>
 * <li>by attribute index;</li>
 * <li>by Namespace-qualified name; or</li>
 * <li>by qualified (prefixed) name.</li>
 * </ol>
* The list will not contain attributes that were declared #IMPLIED but not specified in the start tag. It will also not contain attributes used as Namespace declarations (xmlns*) unless the http://xml.org/sax/features/namespace-prefixes feature is set to true (it is false by default).<p>

* If the namespace-prefixes feature (see above) is false, access by qualified name may not be available; if the http://xml.org/sax/features/namespaces feature is false, access by Namespace-qualified names may not be available.<p>

* This interface replaces the now-deprecated SAX1 AttributeList interface, which does not contain Namespace support. In addition to Namespace support, it adds the getIndex methods (below).<p>

* The order of attributes in the list is unspecified, and will vary from implementation to implementation.<p>

* @since SAX 2.0
* @author David Megginson,
*         <a href="mailto:sax@megginson.com">sax@megginson.com</a>
* @version 2.0
* @see org.xml.sax.helpers.AttributeListImpl
*/

Found in path(s):
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/**
* Default implementation for AttributeList.
* *
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* *
* AttributeList implements the deprecated SAX1 AttributeList interface, and has been replaced by the new SAX2 AttributesImpl interface. This class provides a convenience implementation of the SAX
* { @link org.xml.sax.AttributeList AttributeList} interface. This
* implementation is useful both for SAX parser writers, who can use
* it to provide attributes to the application, and for SAX application
* writers, who can use it to create a persistent copy of an element's
* attribute specifications:</p>
 *
* <pre>
* private AttributeList myatts;
 *
* public void startElement (String name, AttributeList atts)
* {
*      // create a persistent copy of the attribute list
*      // for use outside this method
*   myatts = new AttributeListImpl(atts);
*   [...]
* }
* </pre>
 *
* Please note that SAX parsers are not required to use this
* class to provide an implementation of AttributeList; it is
* supplied only as an optional convenience. In particular, 
* parser writers are encouraged to invent more efficient
* implementations.</p>
 *
* @deprecated This class implements a deprecated interface,  
* { @link org.xml.sax.AttributeList AttributeList}; that  
* interface has been replaced by
* { @link org.xml.sax.Attributes Attributes},
* which is implemented in the
* { @link org.xml.sax.helpers.AttributesImpl
* AttributesImpl} helper class.
* @since SAX 1.0
* @author David Megginson,
* <a href="mailto:sax@megginson.com">sax@megginson.com</a>
* @version 2.0
* @see org.xml.sax.AttributeList
* @see org.xml.sax.DocumentHandler#startElement
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
* jar/org/xml/sax/helpers/AttributeListImpl.java

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/**
 * Interface for an XML filter.
 *
```
An XML filter is like an XML reader, except that it obtains its events from another XML reader rather than a primary source like an XML document or database. Filters can modify a stream of events as they pass on to the final application.

The XMLFilterImpl helper class provides a convenient base for creating SAX2 filters, by passing on all `EntityResolver`, `DTDHandler`, `ContentHandler` and `ErrorHandler` events automatically.

@since SAX 2.0
@version 2.0
@see org.xml.sax.helpers.XMLFilterImpl

Interface for associating a SAX event with a document location.

If a SAX parser provides location information to the SAX application, it does so by implementing this interface and then passing an instance to the application using the content handler's `ContentHandler#setDocumentLocator` method. The application can use the object to obtain the location of any other content handler event in the XML source document.

Note that the results returned by the object will be valid only during the scope of each content handler method: the application will receive unpredictable results if it attempts to use the locator at any other time.
SAX parsers are not required to supply a locator, but they are very strongly encouraged to do so. If the parser supplies a locator, it must do so before reporting any other document events. If no locator has been set by the time the application receives the [ @link org.xml.sax.ContentHandler#startDocument startDocument ] event, the application should assume that a locator is not available.</p>

@since SAX 1.0
@author David Megginson,
<a href="mailto:sax@megginson.com">sax@megginson.com</a>
@version 2.0
@see org.xml.sax.ContentHandler#setDocumentLocator /**
 * Receive notification of basic DTD-related events.
 *
 * <blockquote>
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 * </blockquote>
 *
 * If a SAX application needs information about notations and unparsed entities, then the application implements this interface and registers an instance with the SAX parser using the parser's setDTDHandler method. The parser uses the instance to report notation and unparsed entity declarations to the application.</p>

* Note that this interface includes only those DTD events that the XML recommendation requires processors to report: notation and unparsed entity declarations.</p>

* The SAX parser may report these events in any order, regardless of the order in which the notations and unparsed entities were declared; however, all DTD events must be reported after the document handler's startDocument event, and before the first startElement event.</p>

* It is up to the application to store the information for future use (perhaps in a hash table or object tree). If the application encounters attributes of type "NOTATION", "ENTITY", or "ENTITIES", it can use the information that it
* obtained through this interface to find the entity and/or
* notation corresponding with the attribute value.</p>
*
* @since SAX 1.0
* @author David Megginson,
*       <a href="mailto:sax@megginson.com">sax@megginson.com</a>
* @version 2.0
* @see org.xml.sax.Parser#setDTDHandler
* @see org.xml.sax.HandlerBase
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/DTDHandler.java
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jar/javax/xml/parsers/ConvertToURI.java
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/**
 * Default base class for handlers.
 *
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 * Public Domain, and comes with &lt;strong&gt;NO WARRANTY &lt;/strong&gt;.&lt;/em&gt;
 * &lt;/blockquote&gt;
 *
 * &lt;p&gt;This class implements the default behaviour for four SAX1
 * interfaces: EntityResolver, DTDHandler, DocumentHandler,
 * and ErrorHandler. It is now obsolete, but is included in SAX2 to
 * support legacy SAX1 applications. SAX2 applications should use
 * the \{@link org.xml.sax.helpers.DefaultHandler DefaultHandler\}
 * class instead.&lt;/p&gt;
 *
 * &lt;p&gt;Application writers can extend this class when they need to
 * implement only part of an interface; parser writers can
 * instantiate this class to provide default handlers when the
 * application has not supplied its own.&lt;/p&gt;
 *
* <p>Note that the use of this class is optional.</p>

* @deprecated This class works with the deprecated
  { @link org.xml.sax.DocumentHandler DocumentHandler}
  interface. It has been replaced by the SAX2
  { @link org.xml.sax.helpers.DefaultHandler DefaultHandler}
  class.
* @since SAX 1.0
* @author David Megginson,
  <a href="mailto:sax@megginson.com">sax@megginson.com</a></p>
* @version 2.0
* @see org.xml.sax.EntityResolver
* @see org.xml.sax.DTDHandler
* @see org.xml.sax.DocumentHandler
* @see org.xml.sax.ErrorHandler
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/HandlerBase.java

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Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/ls/OMBuilderFilter.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/ls/OMInputSource.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/ls/DocumentLS.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/ls/XPathNSResolver.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/ls/XPathResult.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/ls/XPathExpression.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/ls/XPathNSResolver.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/ls/OMWriter.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/ls/XPathNamespace.java
/*
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 */
/**
 * DOM Level 3 WD Experimental:
 * The DOM Level 3 specification is at the stage
 * of Working Draft, which represents work in
 * progress and thus may be updated, replaced,
 * or obsoleted by other documents at any time.<p>
 * <code>XPathEvaluator</code>, which will provide evaluation of XPath 1.0
 * expressions with no specialized extension functions or variables. It is
 * expected that the <code>XPathEvaluator</code> interface will be
 * implemented on the same object which implements the <code>Document</code>
 * interface in an implementation which supports the XPath DOM module.
 * <code>XPathEvaluator</code> implementations may be available from other
 * sources that may provide support for special extension functions or
 * variables which are not defined in this specification. The methods of
 * XPathExpression should be named with more-XPath- specific names because
 * the interface will often be implemented by the same object which
 * implements document.No change.The point of interfaces is to localize the
 * implementing namespace. This would make the method names unnecessarily
 * long and complex even though there are no conflicts in the interface
 * itself. The new core method getInterface is designed for discovering
 * interfaces of additional modules that may not be directly implemented on
 * the objects to which they are attached. This could be used to implement
 * XPath on a separate object. The user only refers to the separate
 */
interfaces and not the proprietary aggregate implementation. Should entity
refs be supported so that queries can be made on them? No change. We will
not do this now. They are not part of the XPath data model. Note that
they may be present in the hierarchy of returned nodes, but may not
directly be requested or returned in the node set. What does createResult
create when one wants to reuse the XPath? It is not useful. Removed method.
Should ordering be a separate flag, or a type of result that can be
requested. As a type of result, it can be better optimized in
implementations. It makes sense as a type of result. Changed. Removed
method. Implementing XPathEvaluator on Document can be a problem due to
conflicts in the names of the methods. The working group finds no better
solution. GetInterface in Level 3 permits the object to be implemented
separately. We should be committed to this. We will leave this issue open
to see if we get more feedback on it. How does this interface adapt to
XPath 2.0 and other query languages? No change. This interface is not
intended to adapt to XPath 2.0 or other languages. The models of these
are likely to be incompatible enough to require new APIs. For alternate
implementations that can use this API, it can be obtained from different
sources. Support for custom variables and functions would be very useful.
No change. It is possible for an implementation to supply alternative
sources of an XPathEvaluator that can be customized with a custom
variable and function context. We do not specify how this is
accomplished. It is too complex to address in this version of the XPath
DOM.

See also the Document Object Model (DOM) Level 3 XPath Specification.

This module, both source code and documentation, is in the
Public Domain, and comes with NO WARRANTY. This is the original SAX1
interface for reporting an element's attributes. Unlike the new Attributes
interface, it does not support Namespace-related information.

When an attribute list is supplied as part of a
DocumentHandler#startElement startElement
event, the list will return valid results only during the
* scope of the event; once the event handler returns control
* to the parser, the attribute list is invalid. To save a
* persistent copy of the attribute list, use the SAX1
* { @link org.xml.sax.helpers.AttributeListImpl AttributeListImpl }
* helper class.</p>
*
* <p>An attribute list includes only attributes that have been
* specified or defaulted: #IMPLIED attributes will not be included.</p>
*
* <p>There are two ways for the SAX application to obtain information
* from the AttributeList. First, it can iterate through the entire
* list:</p>
*
* <pre>
* public void startElement (String name, AttributeList atts) {
*   for (int i = 0; i < atts.getLength(); i++) {
*     String name = atts.getName(i);
*     String type = atts.getType(i);
*     String value = atts.getValue(i);
*     [...]
*   }
* }
* </pre>
*
* <p>(Note that the result of getLength() will be zero if there
* are no attributes.)</p>
*
* <p>As an alternative, the application can request the value or
* type of specific attributes:</p>
*
* <pre>
* public void startElement (String name, AttributeList atts) {
*   String identifier = atts.getValue("id");
*   String label = atts.getValue("label");
*   [...]
* }
* </pre>
*
* @deprecated This interface has been replaced by the SAX2
  { @link org.xml.sax.Attributes Attributes }
* interface, which includes Namespace support.
* @since SAX 1.0
* @author David Megginson,
*   <a href="mailto:sax@megginson.com">sax@megginson.com</a>
* @version 2.0
* @see org.xml.sax.DocumentHandler#startElement startElement
* @see org.xml.sax.helpers.AttributeListImpl AttributeListImpl
*/
/**
 * Receive notification of general document events.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 * </blockquote>
 *
 * This was the main event-handling interface for SAX1; in SAX2, it has been replaced by `ContentHandler`, which provides Namespace support and reporting of skipped entities. This interface is included in SAX2 only to support legacy SAX1 applications.
 *
 * The order of events in this interface is very important, and mirrors the order of information in the document itself. For example, all of an element's content (character data, processing instructions, and/or subelements) will appear, in order, between the startElement event and the corresponding endElement event.
 *
 * Application writers who do not want to implement the entire interface can derive a class from HandlerBase, which implements the default functionality; parser writers can instantiate HandlerBase to obtain a default handler. The application can find the location of any document event using the Locator interface supplied by the Parser through the setDocumentLocator method.
 *
 * @deprecated This interface has been replaced by the SAX2 `ContentHandler` interface, which includes Namespace support.
 * @since SAX 1.0
 * @author David Megginson,
 *         <a href="mailto:sax@megginson.com">sax@megginson.com</a>
 * @version 2.0
 * @see org.xml.sax.Parser#setDocumentHandler
 * @see org.xml.sax.Locator
 * @see org.xml.sax.HandlerBase
 */

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/AttributeList.java
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// NO WARRANTY! This class is in the Public Domain.
/**
 * Factory for creating an XML reader.
 *
 * <blockquote>
 * This module, both source code and documentation, is in the
 * Public Domain, and comes with NO WARRANTY.&lt;/strong&gt;&lt;/em&gt;
 * See &lt;a href='http://www.saxproject.org'>http://www.saxproject.org</a&gt;
 * for further information.
 * </blockquote>
 *
 * This class contains static methods for creating an XML reader
 * from an explicit class name, or based on runtime defaults:
 *
 * @try { try {
 * XMLReader myReader = XMLReaderFactory.createXMLReader();
 * } catch (SAXException e) {
 * System.err.println(e.getMessage());
 * }
 * }
 * } catch (SAXException e) {
 * System.err.println(e.getMessage());
 * }
 *<pre>
try {
 * XMLReader myReader = XMLReaderFactory.createXMLReader();
 * } catch (SAXException e) {
 * System.err.println(e.getMessage());
 * }
 * </pre>
 *
 * Note to Distributions bundled with parsers:
 * You should modify the implementation of the no-arguments
 * <em>createXMLReader</em> to handle cases where the external
 * configuration mechanisms aren't set up. That method should do its
 * best to return a parser when one is in the class path, even when
 * nothing bound its class name to &lt;code&gt;org.xml.sax.driver&lt;/code&gt; so
 * those configuration mechanisms would see it.
 *
 * @since SAX 2.0
 *
 * Since: 2.0r2pre3
 */

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
jar/org/xml/sax/helpers/XMLReaderFactory.java

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// This class is in the Public Domain. NO WARRANTY!
/**
 * Encapsulate Namespace logic for use by SAX drivers.
 *
 * &lt;blockquote&gt;
 * This module, both source code and documentation, is in the
 */
This class encapsulates the logic of Namespace processing:
* it tracks the declarations currently in force for each context
* and automatically processes qualified XML 1.0 names into their
* Namespace parts; it can also be used in reverse for generating
* XML 1.0 from Namespaces.</p>

Namespace support objects are reusable, but the reset method
* must be invoked between each session.</p>

Here is a simple session:</p>

```java
String parts[] = new String[3];
NamespaceSupport support = new NamespaceSupport();

support.pushContext();
support.declarePrefix("", "http://www.w3.org/1999/xhtml");
support.declarePrefix("dc", "http://www.purl.org/dc#");

String parts[] = support.processName("p", parts, false);
System.out.println("Namespace URI: " + parts[0]);
System.out.println("Local name: " + parts[1]);
System.out.println("Raw name: " + parts[2]);

String parts[] = support.processName("dc:title", parts, false);
System.out.println("Namespace URI: " + parts[0]);
System.out.println("Local name: " + parts[1]);
System.out.println("Raw name: " + parts[2]);

support.popContext();
```

Note that this class is optimized for the use case where most
* elements do not contain Namespace declarations: if the same
* prefix/URI mapping is repeated for each context (for example), this
* class will be somewhat less efficient.</p>

@since SAX 2.0
@version 2.0
*/

Found in path(s):
*/opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
// NO WARRANTY! This class is in the public domain.
/**
 * Default base class for SAX2 event handlers.
 *<blockquote>
 *<em>This module, both source code and documentation, is in the
 *Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 *</blockquote>
 *<p>This class is available as a convenience base class for SAX2
 *applications: it provides default implementations for all of the
 *callbacks in the four core SAX2 handler classes:</p>
 *
 *<ul>
 *<li>{@link org.xml.sax.EntityResolver EntityResolver}</li>
 *<li>{@link org.xml.sax.DTDHandler DTDHandler}</li>
 *<li>{@link org.xml.sax.ContentHandler ContentHandler}</li>
 *<li>{@link org.xml.sax.ErrorHandler ErrorHandler}</li>
 *</ul>
 *
 *Application writers can extend this class when they need to
 *implement only part of an interface; parser writers can
 *instantiate this class to provide default handlers when the
 *application has not supplied its own.</p>
 *
 *This class replaces the deprecated SAX1
 *
 *<p>@since SAX 2.0</p>
 *<p>@author David Megginson,</p>
 *<p>@version 2.0</p>
 *<p>@see org.xml.sax.EntityResolver</p>
 *<p>@see org.xml.sax.DTDHandler</p>
 *<p>@see org.xml.sax.ContentHandler</p>
 *<p>@see org.xml.sax.ErrorHandler</p>
 */

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
jar/org/xml/sax/helpers/DefaultHandler.java
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/**
 * Encapsulate an XML parse error or warning.
*/
This module, both source code and documentation, is in the Public Domain, and comes with NO WARRANTY.

This exception will include information for locating the error in the original XML document. Note that although the application will receive a SAXParseException as the argument to the handlers in the [link org.xml.sax.ErrorHandler ErrorHandler] interface, the application is not actually required to throw the exception; instead, it can simply read the information in it and take a different action.

Since this exception is a subclass of [link org.xml.sax.SAXException SAXException], it inherits the ability to wrap another exception.

@since SAX 1.0
@author David Megginson, sax@megginson.com
@version 2.0
@see org.xml.sax.SAXException
@see org.xml.sax.Locator
@see org.xml.sax.ErrorHandler

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jar/org/w3c/dom/NamedNodeMap.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/Text.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/events/Event.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/Notation.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/events/EventTarget.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/Attr.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/ProcessingInstruction.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/events/EventException.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/traversal/TreeWalker.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/events/MutationEvent.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/Comment.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/EntityReference.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/DocumentFragment.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/CDATASection.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/Node.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/ranges/Range.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/Element.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/DOMException.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/Element.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/ranges/Range.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/w3c/dom/traversal/NodeFilter.java

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/**
 * Basic interface for resolving entities.
 * 
 * <blockquote>

Open Source Used In DCNM 12.0(2) 9566
If a SAX application needs to implement customized handling for external entities, it must implement this interface and register an instance with the SAX driver using the `XMLReader#setEntityResolver` method.

The XML reader will then allow the application to intercept any external entities (including the external DTD subset and external parameter entities, if any) before including them.

Many SAX applications will not need to implement this interface, but it will be especially useful for applications that build XML documents from databases or other specialised input sources, or for applications that use URI types other than URLs.

The following resolver would provide the application with a special character stream for the entity with the system identifier "http://www.myhost.com/today":

```java
import org.xml.sax.EntityResolver;
import org.xml.sax.InputSource;

public class MyResolver implements EntityResolver {
    public InputSource resolveEntity (String publicId, String systemId) {
        if (systemId.equals("http://www.myhost.com/today")) {
            // return a special input source
            MyReader reader = new MyReader();
            return new InputSource(reader);
        } else {
            // use the default behaviour
            return null;
        }
    }
}
```

The application can also use this interface to redirect system identifiers to local URIs or to look up replacements in a catalog (possibly by using the public identifier).

Since SAX 1.0

@since SAX 1.0
@since David Megginson,
Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/EntityResolver.java
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* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/helpers/package.html
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 */

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLParagraphElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLBodyElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLBRElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLFrameElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLTableRowElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLSelectElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLMenuElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLHeadingElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLTableCellElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLHeadElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLBaseFontElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLUListElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLFrameSetElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLStyleElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLHRElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLOptionElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLOListElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLLegendElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLFormElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLTableElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLCollection.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLTextAreaElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLLIElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLLinkElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLParamElement.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/w3c/dom/html/HTMLTableColElement.java
No license file was found, but licenses were detected in source scan.
/**
 * Provide an optional convenience implementation of Locator.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>.&lt;/em&gt;
 * </blockquote>
 *
 * This class is available mainly for application writers, who
 * can use it to make a persistent snapshot of a locator at any
 * point during a document parse:&lt;/p&gt;
 *
 * Locator locator;
 * Locator startloc;
 *
 * public void setLocator (Locator locator)
 * {
 *     // note the locator
 *     this.locator = locator;
 * }
 *
 * public void startDocument ()
 * {
 *     // save the location of the start of the document
 *     // for future use.
 *     Locator startloc = new LocatorImpl(locator);
 * }
 */

*p>Normally, parser writers will not use this class, since it
* is more efficient to provide location information only when
* requested, rather than constantly updating a Locator object.&lt;/p&gt;
 *
* @since SAX 1.0
* @author David Megginson,
*       &lt;a href="mailto:sax@megginson.com">sax@megginson.com</a&gt;
* @version 2.0
* @see org.xml.sax.Locator Locator
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/xml/sax/helpers/LocatorImpl.java
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* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/javax/xml/parsers/ParserConfigurationException.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/javax/xml/parsers/FactoryFinder.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/javax/xml/parsers/FactoryConfigurationError.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/javax/xml/parsers/SAXParserFactory.java
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/javax/xml/parsers/SAXParser.java

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// NO WARRANTY! This class is in the Public Domain.
/**
 * Interface for reading an XML document using callbacks.
 *
 * <blockquote>
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 * </blockquote>
 *
 * Note: despite its name, this interface does not extend the standard Java [link java.io.Reader Reader] interface, because reading XML is a fundamentally different activity than reading character data.

 * XMLReader is the interface that an XML parser's SAX2 driver must implement. This interface allows an application to set and query features and properties in the parser, to register event handlers for document processing, and to initiate a document parse.

 * All SAX interfaces are assumed to be synchronous: the [link #parse parse] methods must not return until parsing is complete, and readers must wait for an event-handler callback to return before reporting the next event.

 * This interface replaces the (now deprecated) SAX 1.0 [link org.xml.sax.Parser Parser] interface. The XMLReader interface
* contains two important enhancements over the old Parser
* interface:</p>
 *
* <ol>
* <li>it adds a standard way to query and set features and
* properties; and</li>
* <li>it adds Namespace support, which is required for many
* higher-level XML standards.</li>
* </ol>
 *
* <p>There are adapters available to convert a SAX1 Parser to
* a SAX2 XMLReader and vice-versa.</p>
 *
* @since SAX 2.0
* @author David Megginson,
*         <a href="mailto:sax@megginson.com">sax@megginson.com</a></p>
* @version 2.0
* @see org.xml.sax.XMLFilter
* @see org.xml.sax.helpers.ParserAdapter
* @see org.xml.sax.helpers.XMLReaderAdapter
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/XMLReader.java
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/**
* A single input source for an XML entity.
*
* <blockquote>
* <em>This module, both source code and documentation, is in the
* Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
* </blockquote>
*
* <p>This class allows a SAX application to encapsulate information
* about an input source in a single object, which may include
* a public identifier, a system identifier, a byte stream (possibly
* with a specified encoding), and/or a character stream.</p>
 *
* <p>There are two places that the application will deliver this
* input source to the parser: as the argument to the Parser.parse
* method, or as the return value of the EntityResolver.resolveEntity
* method.</p>
 *
* <p>The SAX parser will use the InputSource object to determine how
* to read XML input. If there is a character stream available, the
* parser will read that stream directly; if not, the parser will use
* a byte stream, if available; if neither a character stream nor a
* byte stream is available, the parser will attempt to open a URI
* connection to the resource identified by the system
* identifier.</p>
* 
* &lt;p&gt;An InputSource object belongs to the application: the SAX parser
* shall never modify it in any way (it may modify a copy if
* necessary).</p>
* 
* @since SAX 1.0
* @author David Megginson,
*        &lt;a href="mailto:sax@megginson.com">sax@megginson.com</a&gt;
* @version 2.0
* @see org.xml.sax.Parser#parse
* @see org.xml.sax.EntityResolver#resolveEntity
* @see java.io.InputStream
* @see java.io.Reader
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/InputSource.java
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// NO WARRANTY! This class is in the Public Domain.
/**
 * Exception class for an unsupported operation.
 *
 * &lt;blockquote&gt;
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 * Public Domain, and comes with &lt;strong&gt;NO WARRANTY &lt;/strong&gt;.&lt;/em&gt;
 * &lt;/blockquote&gt;
 *
 * &lt;p&gt;An XMLReader will throw this exception when it recognizes a
 * feature or property identifier, but cannot perform the requested
 * operation (setting a state or value). Other SAX2 applications and
 * extensions may use this class for similar purposes.&lt;/p&gt;
 *
 * @since SAX 2.0
* @author David Megginson,
*        &lt;a href="mailto:sax@megginson.com">sax@megginson.com</a&gt;
* @version 2.0
* @see org.xml.sax.SAXNotSupportedException
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/SAXNotSupportedException.java
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* /opt/cola/permits/1150916854_1617719483.11/0/xml-api-2-0-2-sources-2-jar/org/w3c/dom/ranges/package.html
* /opt/cola/permits/1150916854_1617719483.11/0/xml-api-2-0-2-sources-2-jar/org/w3c/dom/events/package.html

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// NO WARRANTY! This class is in the public domain.
/**
 * Adapt a SAX1 Parser as a SAX2 XMLReader.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with strong NO WARRANTY</em>.</blockquote>
 *
 * <p>This class wraps a SAX1 {@link org.xml.sax.Parser Parser} and
 * makes it act as a SAX2 {@link org.xml.sax.XMLReader XMLReader},
 * with feature, property, and Namespace support. Note
 * that it is not possible to report {@link org.xml.sax.ContentHandler#skippedEntity
 * skippedEntity} events, since SAX1 does not make that information available.</p>
 *
 * <p>This adapter does not test for duplicate Namespace-qualified
/**
  * Adapt a SAX1 AttributeList as a SAX2 Attributes object.
  *
  * <p>This is in the Public Domain, and comes with NO
  * WARRANTY of any kind.</p>
  *
  * <p>This wrapper class is used only when Namespace support
  * is disabled -- it provides pretty much a direct mapping
  * from SAX1 to SAX2, except that names and types are
  * interned whenever requested.</p>
  */

Found in path(s):
  */
  */
  // NO WARRANTY! This class is in the public domain.
  /**
  * Default implementation of the Attributes interface.
  *
  * <blockquote>
  * <em>This module, both source code and documentation, is in the
  * Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
  * See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
  * for further information.
  * </blockquote>
  *
  * <p>This class provides a default implementation of the SAX2
  * {@link org.xml.sax.Attributes Attributes} interface, with the
  * addition of manipulators so that the list can be modified or
  * reused.</p>
  *
  * <p>There are two typical uses of this class:</p>
  *
  * <ol>
  * <li>to take a persistent snapshot of an Attributes object
  * in a { @link org.xml.sax.ContentHandler#startElement startElement } event; or</li>
  * </ol>
<p>This class replaces the now-deprecated SAX1 {@link org.xml.sax.helpers.AttributeListImpl AttributeListImpl} class; in addition to supporting the updated Attributes interface rather than the deprecated {@link org.xml.sax.AttributeList AttributeList} interface, it also includes a much more efficient implementation using a single array rather than a set of Vectors.</p> 

@since SAX 2.0  
@author David Megginson  
@version 2.0.1 (sax2r2) 
*/

// NO WARRANTY! This class is in the Public Domain. 
/**
 * Create a new instance of a class by name.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 * </blockquote>
 *
 * This class contains a static method for creating an instance of a class from an explicit class name. It tries to use the thread's context ClassLoader if possible and falls back to using Class.forName(String). It also takes into account JDK 1.2+'s AccessController mechanism for performing its actions. </p>

* @author Edwin Goei, David Brownell, Neil Graham  
* @version $Id: NewInstance.java,v 1.2 2002/08/26 23:55:45 neilg Exp $  
*/

// NO WARRANTY! This class is in the Public Domain. 
/**
 * Create a new instance of a class by name.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 * </blockquote>
 *
 * This class contains a static method for creating an instance of a class from an explicit class name. It tries to use the thread's context ClassLoader if possible and falls back to using Class.forName(String). It also takes into account JDK 1.2+'s AccessController mechanism for performing its actions. </p>

* @author Edwin Goei, David Brownell, Neil Graham  
* @version $Id: NewInstance.java,v 1.2 2002/08/26 23:55:45 neilg Exp $  
*/

// NO WARRANTY! This class is in the Public Domain. 
/**
 * Create a new instance of a class by name.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
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 *
 * This class contains a static method for creating an instance of a class from an explicit class name. It tries to use the thread's context ClassLoader if possible and falls back to using Class.forName(String). It also takes into account JDK 1.2+'s AccessController mechanism for performing its actions. </p>

* @author Edwin Goei, David Brownell, Neil Graham  
* @version $Id: NewInstance.java,v 1.2 2002/08/26 23:55:45 neilg Exp $  
*/
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/**
 * Encapsulate a general SAX error or warning.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>. </em>
 * </blockquote>
 *
 * This class can contain basic error or warning information from
 * either the XML parser or the application: a parser writer or
 * application writer can subclass it to provide additional
 * functionality. SAX handlers may throw this exception or
 * any exception subclassed from it.</p>
 *
 * If the application needs to pass through other types of
 * exceptions, it must wrap those exceptions in a SAXException
 * or an exception derived from a SAXException.</p>
 *
 * If the parser or application needs to include information about a
 * specific location in an XML document, it should use the
 * {[@link org.xml.sax.SAXParseException SAXParseException] subclass.</p>
 *
 * @since SAX 1.0
 * @author David Megginson,
 *         <a href="mailto:sax@megginson.com">sax@megginson.com</a>
 * @version 2.0
 * @see org.xml.sax.SAXParseException
 */

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-jar/org/xml/sax/SAXException.java

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// NO WARRANTY!  This class is in the Public Domain.
/**
 * Exception class for an unrecognized identifier.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>. </em>
 * </blockquote>
 *
 * An XMLReader will throw this exception when it finds an
 * unrecognized feature or property identifier; SAX applications and
 * extensions may use this class for other, similar purposes.</p>
 *
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*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2.jar/org/xml/sax/SAXNotRecognizedException.java

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*/

/**
 * Create a new <code>DOMBuilder</code>. The newly constructed parser may
 * then be configured by means of its <code>setFeature</code> method,
 * and used to parse documents by means of its <code>parse</code>
 * method.
 * @param mode  The <code>mode</code> argument is either
 *   <code>MODE_SYNCHRONOUS</code> or <code>MODEASYNCHRONOUS</code>, if
 *   <code>mode</code> is <code>MODE_SYNCHRONOUS</code> then the
 *   <code>DOMBuilder</code> that is created will operate in synchronous
 *   mode, if it's <code>MODEASYNCHRONOUS</code> then the
 *   <code>DOMBuilder</code> that is created will operate in
 *   asynchronous mode.
 * @param schemaType An absolute URI representing the type of the schema
 * language used during the load of a <code>Document</code> using the
 * newly created <code>DOMBuilder</code>. Note that no lexical
* checking is done on the absolute URI. In order to create a
* <code>DOMBuilder</code> for any kind of schema types (i.e. the
* DOMBuilder will be free to use any schema found), use the value
* <code>null</code>. For W3C XML Schema, applications must use the
* value <code>"http://www.w3.org/2001/XMLSchema"</code>. For XML DTD
* , applications must use the value
* <code>"http://www.w3.org/TR/REC-xml"</code>. Other Schema languages
* are outside the scope of the W3C and therefore should recommend an
* absolute URI in order to use this method.
* @return The newly created <code>DOMBuilder</code> object. This
* <code>DOMBuilder</code> is either synchronous or asynchronous
* depending on the value of the <code>mode</code> argument. By
* default, the newly created <code>DOMBuilder</code> does not contain
* a <code>DOMErrorHandler</code>, i.e. the value of the
* <code>errorHandler</code> is <code>null</code>. However,
* implementations may provide a default error handler at creation
* time. In that case, the initial value of the
* <code>errorHandler</code> attribute on the new created
* <code>DOMBuilder</code> contains a reference to the default error
* handler.
* @exception DOMException
* NOT_SUPPORTED_ERR: Raised if the requested mode or schema type is
* not supported.
*/

Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/w3c/dom/ls/DOMImplementationLS.java
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/**
 * Basic interface for SAX (Simple API for XML) parsers.
 *
 * <blockquote>
 * <em>This module, both source code and documentation, is in the
 * Public Domain, and comes with <strong>NO WARRANTY</strong>. </em>
 * </blockquote>
 *
 * <p>This was the main event supplier interface for SAX1; it has
* been replaced in SAX2 by { @link org.xml.sax.XMLReader XMLReader },
* which includes Namespace support and sophisticated configurability
* and extensibility. </p>
 *
* <p>All SAX1 parsers must implement this basic interface: it allows
* applications to register handlers for different types of events
* and to initiate a parse from a URI, or a character stream. </p>
 *
* <p>All SAX1 parsers must also implement a zero-argument constructor
* (though other constructors are also allowed).</p>
*
* <p>SAX1 parsers are reusable but not re-entrant: the application
* may reuse a parser object (possibly with a different input source)
* once the first parse has completed successfully, but it may not
* invoke the parse() methods recursively within a parse.</p>
*
* @deprecated This interface has been replaced by the SAX2
* @link org.xml.sax.XMLReader XMLReader interface, which includes Namespace support.
* @since SAX 1.0
* @author David Megginson,
* <a href="mailto:sax@megginson.com">sax@megginson.com</a>
* @version 2.0
* @see org.xml.sax.EntityResolver
* @see org.xml.sax.DTDHandler
* @see org.xml.sax.DocumentHandler
* @see org.xml.sax.ErrorHandler
* @see org.xml.sax.HandlerBase
* @see org.xml.sax.InputSource
*/

Found in path(s):
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/**
 * SAX2 extension handler for DTD declaration events.
 *
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 * Public Domain, and comes with <strong>NO WARRANTY</strong>.</em>
 * </blockquote>
 *
 * <p>This is an optional extension handler for SAX2 to provide
 * information about DTD declarations in an XML document. XML
 * readers are not required to support this handler, and this
 * handler is not included in the core SAX2 distribution.</p>
 *
 * <p>Note that data-related DTD declarations (unparsed entities and
 * notations) are already reported through the @link
 * org.xml.sax.DTDHandler DTDHandler interface.</p>
 *
 * <p>If you are using the declaration handler together with a lexical
 * handler, all of the events will occur between the
 * startDTD and the endDTD events.</p>
To set the DeclHandler for an XML reader, use the
[@link org.xml.sax.XMLReader#setProperty setProperty] method
with the propertyId "http://xml.org/sax/properties/declaration-handler".
If the reader does not support declaration events, it will throw a
[@link org.xml.sax.SAXNotRecognizedException SAXNotRecognizedException]
or a
[@link org.xml.sax.SAXNotSupportedException SAXNotSupportedException]
when you attempt to register the handler.

@since 1.0
@author David Megginson,
<a href="mailto:sax@megginson.com">sax@megginson.com</a>
@version 1.0
@see org.xml.sax.XMLReader

Java-specific class for dynamically loading SAX parsers.

This module, both source code and documentation, is in the
Public Domain, and comes with <strong>NO WARRANTY</strong>. See <a href='http://www.saxproject.org'>http://www.saxproject.org</a>
for further information.

Note: This class is designed to work with the now-deprecated
SAX1 [@link org.xml.sax.Parser Parser] class. SAX2 applications should use
[@link org.xml.sax.helpers.XMLReaderFactory XMLReaderFactory] instead.

ParserFactory is not part of the platform-independent definition
of SAX; it is an additional convenience class designed
specifically for Java XML application writers. SAX applications
can use the static methods in this class to allocate a SAX parser
dynamically at run-time based either on the value of the
`org.xml.sax.parser` system property or on a string containing the class
name.

Note that the application still requires an XML parser that
implements SAX1.

@deprecated This class works with the deprecated
[@link org.xml.sax.Parser Parser]
interface.
@since SAX 1.0
@author David Megginson
@version 2.0r2pre3
*/

Found in path(s):
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This class wraps a SAX2 [XMLReader XMLReader]
and makes it act as a SAX1 [Parser Parser]. The XMLReader
must support a true value for the
http://xml.org/sax/features/namespace-prefixes property or parsing will fail
with a [SAXException SAXException] if the XMLReader
supports a false value for the http://xml.org/sax/features/namespaces
property, that will also be used to improve efficiency.</p>

Adapt a SAX2 XMLReader as a SAX1 Parser.

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Public Domain, and comes with NO WARRANTY.

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property, that will also be used to improve efficiency.
Found in path(s):
* /opt/cola/permits/1150916854_1617719483.11/0/xml-apis-2-0-2-sources-2-
  jar/org/xml/sax/helpers/XMLReaderAdapter.java

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/**
 * Receive notification of the logical content of a document.
 * 
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 *
 * This is the main interface that most SAX applications
 * implement: if the application needs to be informed of basic parsing
 * events, it implements this interface and registers an instance with
 * the SAX parser using the {@link org.xml.sax.XMLReader#setContentHandler
 * setContentHandler} method. The parser uses the instance to report
 * basic document-related events like the start and end of elements
 * and character data.</p>
 *
 * The order of events in this interface is very important, and
 * mirrors the order of information in the document itself. For
 * example, all of an element's content (character data, processing
 * instructions, and/or subelements) will appear, in order, between
 * the startElement event and the corresponding endElement event.</p>
 *
 * This interface is similar to the now-deprecated SAX 1.0
 * DocumentHandler interface, but it adds support for Namespaces
 * and for reporting skipped entities (in non-validating XML
 * processors).</p>
 *
 * Implementors should note that there is also a Java class
 * {link java.net.ContentHandler ContentHandler} in the java.net
 * package; that means that it's probably a bad idea to do</p>
 *
 * <blockquote>
 * import java.net.*;
 * import org.xml.sax.**;
 * </blockquote>
 *
 * In fact, "import ...*" is usually a sign of sloppy programming
 * anyway, so the user should consider this a feature rather than a
 * bug.</p>
 *
// Public Domain: no warranty.
/**
 * SAX2 extension handler for lexical events.
 *
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 * </blockquote>
 *
 * This is an optional extension handler for SAX2 to provide
 * lexical information about an XML document, such as comments
 * and CDATA section boundaries; XML readers are not required to
 * support this handler, and it is not part of the core SAX2
 * distribution.
 *
 * The events in the lexical handler apply to the entire document,
 * not just to the document element, and all lexical handler events
 * must appear between the content handler's startDocument and
 * endDocument events.
 *
 * To set the LexicalHandler for an XML reader, use the
 * [%link org.xml.sax.XMLReader#setProperty setProperty%] method
 * with the propertyId "http://xml.org/sax/properties/lexical-handler".
 * If the reader does not support lexical events, it will throw a
 * [%link org.xml.sax.SAXNotRecognizedException SAXNotRecognizedException%]
 * or a
 * [%link org.xml.sax.SAXNotSupportedException SAXNotSupportedException%]
 * when you attempt to register the handler.
 */
1.1128 pyopenssl 17.5.0
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2.2.6.RELEASE

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**include/GL/g1.h :**

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# MIME type (lowercased)Extensions
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/ * Return the web session for the current request. Always guaranteed to
* return an instance either matching to the session id requested by the
* client, or with a new session id either because the client did not
* specify one or because the underlying session had expired. Use of this
* method does not automatically create a session. See [ @link WebSession]
* for more details.
* */

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 */
/**
 * Indicates whether this encoder, given the current message context, provides end-to-end message confidentiality.
 *
 * @param messageContext the current message context
 *
 * @return true if the encoder provides end-to-end message confidentiality, false if not
 *
 * @throws MessageEncodingException thrown if the encoder encounter an error while attempt to evaluate its
 * ability
 *          to provide message confidentiality.
 */

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provides a general-purpose mechanism for associating security tokens with message content.

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* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/security/implement/FilesystemResource.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/wstrust/implement/BinaryExchangeImpl.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/soap/soap11/EncodingStyleBearing.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/wstrust/implement/FaultToMarshaller.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/soap/client/SOAPMessageContext.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/wstrust/implement/BinarySecretImpl.java
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* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/wstrust/impl/PrimaryBuilder.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/wssecurity/impl/NonceMarshaller.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/wstrust/impl/SignChallenge.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/wsaddressing/ReplyTo.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/soap/soap11/Envelope.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/wsaddressing/impl/ToImpl.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/message/MessageContextMutatingFunctor.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/wstrust/impl/RequestedUnattachedReferenceMarshaller.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/wstrust/impl/AllowPostdatingMarshaller.java
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* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-jar/org/opensaml/ws/wstrust/impl/ProofEncryptionBuilder.java
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* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1.jar/org/opensaml/ws/wstrust/impl/RequestTypeImpl.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1.jar/org/opensaml/ws/soap/common/SOAPObjectBuilder.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1.jar/org/opensaml/ws/wstrust/impl/ComputedKeyAlgorithmUnmarshaller.java
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* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1.jar/org/opensaml/ws/security/SecurityPolicyResolver.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1.jar/org/opensaml/ws/wstrust/impl/RequestKETMarshaller.java
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1.jar/org/opensaml/ws/wspolicy/impl/OperatorContentTypeUnmarshaller.java
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*/
/**
 * Gets whether the transport represents a confidential connection (e.g. an SSL connection).
 * @return whether the transport represents a confidential connection
 */
/**
 * Sets whether the transport represents a confidential connection.
 * @param isConfidential whether the transport represents a confidential connection
 */

Found in path(s):
* /opt/cola/permits/1136414686_1613765436.75/0/openws-1-5-4-sources-1-
  jar/org/opensaml/ws/transport/Transport.java

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http://www.w3.org/TR/2004/REC-DOM-Level-3-Core-20040407/
http://www.w3.org/TR/2004/REC-DOM-Level-3-LS-20040407/
http://www.w3.org/TR/2004/NOTE-DOM-Level-3-XPath-20040226/

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http://www.w3.org/TR/2000/REC-DOM-Level-2-Events-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Style-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Traversal-Range-20001113/
http://www.w3.org/TR/2000/REC-DOM-Level-2-Views-20001113/

The specification of DOM Level 1's various parts is at:

Links to all available W3C DOM Java Bindings can be found at:
http://www.w3.org/DOM/DOMTR

The actual classes of The Simple API for CSS (SAC) came from:
http://www.w3.org/Style/CSS/SAC/
http://www.w3.org/2002/06/sacjava-1.3.zip

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http://dev.w3.org/cvsweb/java/classes/org/w3c/dom/smil/
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Last revised by Reagle SDate: 2005-06-03 18:49:13 -0400 (Fri, 03 Jun 2005) $ PK0P=spring-cloud-starter-netflix-ribbon-2.1.2.RELEASE-sources.jar!g4G7Dwy>9u:g?|jic`pqq _Uh*C5JZp4w[HIE'1z>O<X
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<signature of Ty Coon>, 1 April 1989
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This option is useful when you wish to copy part of the code of the Library into a program that is not a library.

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* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-jar/edu/uci/ics/jung/algorithms/scoring/EigenvectorCentrality.java
* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-jar/edu/uci/ics/jung/algorithms/scoring/ClosenessCentrality.java
* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-jar/edu/uci/ics/jung/algorithms/scoring/PageRank.java

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* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-jar/edu/uci/ics/jung/algorithms/layout/TreeLayout.java
* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-jar/edu/uci/ics/jung/algorithms/layout/RadialTreeLayout.java

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* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-jar/edu/uci/ics/jung/algorithms/layout/Layout.java
* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-jar/edu/uci/ics/jung/algorithms/layout/AggregateLayout.java

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jar/edu/uci/ics/jung/algorithms/cluster/EdgeBetweennessClusterer.java
* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-
jar/edu/uci/ics/jung/algorithms/importance/Ranking.java
* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-
jar/edu/uci/ics/jung/algorithms/util/IterativeContext.java
* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-
jar/edu/uci/ics/jung/algorithms/cluster/BicomponentClusterer.java
* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-
jar/edu/uci/ics/jung/algorithms/importance/WeightedNIPaths.java
* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-
jar/edu/uci/ics/jung/algorithms/shortestpath/DistanceStatistics.java
* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-
jar/edu/uci/ics/jung/algorithms/utils/IterativeProcess.java
* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-
jar/edu/uci/ics/jung/algorithms/flows/EdmondsKarpMaxFlow.java
* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-
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* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-
jar/edu/uci/ics/jung/algorithms/importance/KStepMarkov.java
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* /opt/cola/permits/1150251494_1627682064.76/0/jung-algorithms-2-1-1-sources-jar/edu/uci/ics/jung/algorithms/scoring/HITSWithPriors.java
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1.1149 jopt-simple 4.9
1.1150 tar 1.32-1.el7_9.0atomix1

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/**
 * <p>Encodes and decodes to and from Base64 notation.</p>
 * <p>Homepage: <a href="http://iharder.net/base64">http://iharder.net/base64</a>.</p>
 * <p>Example:</p>
 * <p>
 * <code>String encoded = Base64.encode( myByteArray );</code>
 * <br>
 * <code>byte[] myByteArray = Base64.decode( encoded );</code>
 * <p>The <code>options</code> parameter, which appears in a few places, is used to pass
 * several pieces of information to the encoder. In the "higher level" methods such as
* encodeBytes( bytes, options ) the options parameter can be used to indicate such
  * things as first gzipping the bytes before encoding them, not inserting linefeeds,
  * and encoding using the URL-safe and Ordered dialects.</p>
* &lt;p&gt;Note, according to &lt;a href="http://www.faqs.org/rfcs/rfc3548.html">RFC3548 &lt;/a&gt;, 
* Section 2.1, implementations should not add line feeds unless explicitly told 
* to do so. I've got Base64 set to this behavior now, although earlier versions 
* broke lines by default.</p>
* &lt;p&gt;The constants defined in Base64 can be OR-ed together to combine options, so you 
* might make a call like this:</p>
* &lt;p&gt;
* &lt;code&gt;String encoded = Base64.encodeBytes( mybytes, Base64.GZIP | Base64.DO_BREAK_LINES );&lt;/code&gt;
* &lt;p&gt;to compress the data before encoding it and then making the output have newline characters.&lt;/p&gt;
* &lt;p&gt;Also...&lt;/p&gt;
* &lt;code&gt;String encoded = Base64.encodeBytes( crazyString.getBytes() );&lt;/code&gt;
* &lt;p&gt;
* Change Log:
* &lt;/p&gt;
* &lt;ul&gt;
* &lt;li&gt;v2.3.7 - Fixed subtle bug when base 64 input stream contained the 
  * value 01111111, which is an invalid base 64 character but should not 
  * throw an ArrayIndexOutOfBoundsException. Led to discovery of 
  * mishandling (or potential for better handling) of other bad input 
  * characters. You should now get an IOException if you try decoding 
  * something that has bad characters in it.&lt;/li&gt;
* &lt;li&gt;v2.3.6 - Fixed bug when breaking lines and the final byte of the encoded 
  * string ended in the last column; the buffer was not properly shrunk and 
  * contained an extra (null) byte that made it into the string.&lt;/li&gt;
* &lt;li&gt;v2.3.5 - Fixed bug in {{@link #encodeFromFile}} where estimated buffer size 
  * was wrong for files of size 31, 34, and 37 bytes.&lt;/li&gt;
* &lt;li&gt;v2.3.4 - Fixed bug when working with gzipped streams whereby flushing 
  * the Base64.OutputStream closed the Base64 encoding (by padding with equals 
  * signs) too soon. Also added an option to suppress the automatic decoding 
  * of gzipped streams. Also added experimental support for specifying a 
  * class loader when using the 
  * {{@link #decodeToObject(java.lang.String, int, java.lang.ClassLoader)}} 
  * method.&lt;/li&gt;
* &lt;li&gt;v2.3.3 - Changed default char encoding to US-ASCII which reduces the internal Java 
  * footprint with its CharEncoders and so forth. Fixed some javadocs that were 
  * inconsistent. Removed imports and specified things like java.io.IOException 
  * explicitly inline.&lt;/li&gt;
* &lt;li&gt;v2.3.2 - Reduced memory footprint! Finally refined the “guessing” of how big the 
  * final encoded data will be so that the code doesn't have to create two output 
  * arrays: an oversized initial one and then a final, exact-sized one. Big win 
  * when using the {{@link #encodeBytesToBytes(byte[])}} family of methods (and not 
  * using the gzip options which uses a different mechanism with streams and stuff).&lt;/li&gt;
* &lt;li&gt;v2.3.1 - Added {{@link #encodeBytesToBytes(byte[], int, int, int)}} and some 
  * similar helper methods to be more efficient with memory by not returning a 
  * String but just a byte array.&lt;/li&gt;

Open Source Used In DCNM 12 12.0(2) 9930
* v2.3 - *This is not a drop-in replacement!** This is two years of comments and bug fixes queued up and finally executed. Thanks to everyone who sent me stuff, and I'm sorry I wasn't able to distribute your fixes to everyone else.
* Much bad coding was cleaned up including throwing exceptions where necessary instead of returning null values or something similar. Here are some changes that may affect you:
  * Does not break lines, by default. **This is to keep in compliance with RFC3548.**
  * Throws exceptions instead of returning null values. Because some operations (especially those that may permit the GZIP option) use IO streams, there is a possibility of an `java.io.IOException` being thrown. After some discussion and thought, I've changed the behavior of the methods to throw `java.io.IOExceptions` rather than return null if ever there's an error. I think this is more appropriate, though it will require some changes to your code. Sorry,
  * it should have been done this way to begin with.
  * Removed all references to `System.out`, `System.err`, and the like. **Shame on me. All I can say is sorry they were ever there.**
  * Throws `NullPointerExceptions` and `IllegalArgumentExceptions` as needed such as when passed arrays are null or offsets are invalid.
  * Cleaned up as much javadoc as I could to avoid any javadoc warnings.
* This was especially annoying before for people who were thorough in their own projects and then had gobs of javadoc warnings on this file.
* v2.2.1 - Fixed bug using URL_SAFE and ORDERED encodings. Fixed bug when using very small files (~&lt; 40 bytes).
* v2.2 - Added some helper methods for encoding/decoding directly from one file to the next. Also added a main() method to support command line encoding/decoding from one file to the next. Also added these Base64 dialects:
  * The default is RFC3548 format.
  * Calling `Base64.setFormat(Base64.BASE64_FORMAT.URLSAFE_FORMAT)` generates URL and file name friendly format as described in Section 4 of RFC3548.
  * Calling `Base64.setFormat(Base64.BASE64_FORMAT.ORDERED_FORMAT)` generates URL and file name friendly format that preserves lexical ordering as described in http://www.faqs.org/qa/rfc1940.html
* Special thanks to Jim Kellerman at http://www.powerset.com/ for contributing the new Base64 dialects.
* v2.1 - Cleaned up javadoc comments and unused variables and methods. Added some convenience methods for reading and writing to and from files.
* v2.0.2 - Now specifies UTF-8 encoding in places where the code fails on systems with other encodings (like EBCDIC).
* v2.0.1 - Fixed an error when decoding a single byte, that is, when the encoded data was a single byte.
* v2.0 - I got rid of methods that used booleans to set options.
Now everything is more consolidated and cleaner. The code now detects when data that's being decoded is gzip-compressed and will decompress it automatically. Generally things are cleaner. You'll probably have to change some method calls that you were making to support the new options format (<code>int</code>s that you "OR" together).

- Added the ability to "suspend" encoding in the Output Stream so you can turn on and off the encoding if you need to embed base64 data in an otherwise "normal" encoding (like an XML file).
- Output stream pases on flush() command but doesn't do anything itself.
- This helps when using GZIP streams.
- Added the ability to GZip-compress objects before encoding them.
- Added helper methods to read/write files.
- Added flag to turn on and off line breaks. Fixed bug in input stream where last buffer being read, if not completely full, was not returned.
- Fixed when "improperly padded stream" error was thrown at the wrong time.
- Fixed I/O streams which were totally messed up.

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Please visit <a href="http://iharder.net/base64">http://iharder.net/base64</a> periodically to check for updates or to contribute improvements.

/!

@artist Robert Harder
@artist rob@iharder.net
@version 2.3.7
*/

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1086188540_1599251733.5/0/resteasy-jaxrs-3-9-0-final-sources.jar/org/jboss/resteasy/util/Base64.java

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/**
 * Any exception thrown by a MessageBodyWriter chain that is not an instance of a WriterException is caught
 internally
 * by the Resteasy runtime and wrapped with an instance of WriterException.
 *
 * If you want to have special exception handling for exceptions thrown by MessageBodyWriters and their
 interceptors, then write an exception
 * mapper for WriterException.
 *
 * Also, you may extend this class and throw instances of it from your MessageBodyWriters (and interceptors)
 *
 * @author <a href="mailto:bill@burkecentral.com">Bill Burke</a>
 * @version $Revision: 1$
 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1086188540_1599251733.5/0/resteasy-jaxrs-3-9-0-final-sources-
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 * Any exception thrown by a MessageBodyReader chain that is not an instance of a ReaderException is caught
 internally
 * by the Resteasy runtime and wrapped with an instance of ReaderException.
 *
 * If you want to have special exception handling for exceptions thrown by MessageBodyReaders, then write an
 exception
 * mapper for ReaderException.
 *
 * Also, you may extend this class and throw instances of it from your MessageBodyReaders (and interceptors)
 *
 * @author <a href="mailto:bill@burkecentral.com">Bill Burke</a>
 * @version $Revision: 1$
 */

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1.1154 okio 1.13.0

1.1155 plexus-classworlds 2.2.3
1.1155.1 Available under license :
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/*
$Id: DuplicateRealmException.java 7933 2008-12-17 17:33:58Z bentmann $

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* /opt/cola/permits/1113059461_1607376775.25/0/plexus-classworlds-2-2-3-sources-1-
  jar/org/codehaus/classworlds/DuplicateRealmException.java
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* /opt/cola/permits/1113059461_1607376775.25/0/plexus-classworlds-2-2-3-sources-1-
  jar/org/codehaus/plexus/classworlds/realm/DuplicateRealmException.java
* /opt/cola/permits/1113059461_1607376775.25/0/plexus-classworlds-2-2-3-sources-1-
  jar/org/codehaus/plexus/classworlds/launcher/Configurator.java
* /opt/cola/permits/1113059461_1607376775.25/0/plexus-classworlds-2-2-3-sources-1-
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* /opt/cola/permits/1113059461_1607376775.25/0/plexus-classworlds-2-2-3-sources-1-
  jar/org/codehaus/plexus/classworlds/strategy/Strategy.java
* /opt/cola/permits/1113059461_1607376775.25/0/plexus-classworlds-2-2-3-sources-1-
  jar/org/codehaus/plexus/classworlds/launcher/ConfigurationException.java
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1.1162 spring-boot-autoconfigure

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1.1168 jackc-chunkreader 2.0.1
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## 1.1170 websocket-client 9.3.9.v20160517

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1.1171 pth 2.0.7 23.el7

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```
| _¥]|]|__
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| __/| |_| |__               How do I know? Well, James Bond
| _,\ | |||| had the (license to kill) number 007,
| | \_|| || i.e., he could execute anyone!"
```

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1.1175 typetools 0.5.0

1.1176 bouncycastle-fips 1.0.3

1.1176.1 Available under license:

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/**
 * Base constructor.
 * <p>
 * The authorizer attempts to perform matching (including the use of the wildcard) in accordance with RFC 6125.
 * </p>
 * <p>
 * Known suffixes is a list of public domain suffixes that can't be used as wild cards for
* example *.com, or c*c.com, as a dns wildcard could match every/most .com domains if a registrar were issue it.
  
  * If *.com is in the known suffixes list will not be allowed to match.
  
  * </p>
  
  * @param knownSuffixes a set of suffixes that cannot be wild-carded, e.g. { ".com", ".net", ".org" }
  
  */

Found in path(s):
  
  * /opt/ws_local/PERMITS_SQL/1089947271_1601369618.24/0/bcpkix-fips-1-0-3-sources-jar/org/bouncycastle/est/jcajce/JsseDefaultHostnameAuthorizer.java

1.1177 elasticsearch-rest-high-level-client

6.8.5

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1.1178 perl-parent 0.225 244.el7

1.1179 fdisk 2.34.0

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jsptaglibrary_1_1.dtd
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fashion that prevents other entities from observing the contents of
the transmission. In most cases, the presence of the INTEGRAL or
CONFIDENTIAL flag will indicate that the use of SSL is required.

Found in path(s):
* /opt/cola/permits/1150919554_1617720638.09/0/servlet-api-2-5-20081211-4.jar/javax/servlet/resources/web-
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* /opt/cola/permits/1150919554_1617720638.09/0/servlet-api-2-5-20081211-4.jar/javax/servlet/jsp/resources/jsp_2_1.xsd
* /opt/cola/permits/1150919554_1617720638.09/0/servlet-api-2-5-20081211-4.jar/javax/servlet/resources/javaee_web_services_client_1_2.xsd
* /opt/cola/permits/1150919554_1617720638.09/0/servlet-api-2-5-20081211-4.jar/javax/servlet/resources/javaee_5.xsd
* /opt/cola/permits/1150919554_1617720638.09/0/servlet-api-2-5-20081211-4.jar/javax/servlet/resources/jsp_2_1.xsd
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* /opt/cola/permits/1150919554_1617720638.09/0/servlet-api-2-5-20081211-4.jar/javax/servlet/resources/jsp_2_0.xsd
* /opt/cola/permits/1150919554_1617720638.09/0/servlet-api-2-5-20081211-4.jar/javax/servlet/jsp/resources/jsp_2_0.xsd
* /opt/cola/permits/1150919554_1617720638.09/0/servlet-api-2-5-20081211-4.jar/javax/servlet/jsp/resources/jspxml.xsd
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INF subdirectory, along with the
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Manifest-Version: 1.0
Archiver-Version: Plexus Archiver
Created-By: 1.5.0_13 (Sun Microsystems Inc.)
Built-By: janb
Build-Jdk: 1.5.0_13
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0
Bundle-RequiredExecutionEnvironment: J2SE-1.4
Specification-Version: 2.5
Bnd-LastModified: 1229016831353
Export-Package: javax.servlet.http;uses:="javax.servlet";version="2.5" ,javax.servlet;version="2.5",javax.servlet.resources;version="2.5",javax.servlet.jsp.resources;version="2.5"
Bundle-Version: 2.5
Ignore-Package: javax.servlet.http,javax.servlet,javax.servlet.resources,javax.servlet.jsp.resources
Bundle-Name: Servlet Specification API
Bundle-Description: Servlet Specification API
Bundle-DocURL: http://www.mortbay.com
Originally-Created-By: 1.5.0_13 (Sun Microsystems Inc.)
Bundle-Vendor: Mort Bay Consulting
Bundle-ManifestVersion: 2
Bundle-SymbolicName: org.mortbay.jetty.servlet-api
Tool: Bnd-0.0.238
Implementation-Vendor: JCP

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<xsd:enumeration value="CONFIDENTIAL"/>

Found in path(s):
* /opt/cola/permits/1150919554_1617720638.09/0/servlet-api-2-5-20081211-4-jar/javax/servlet/resources/web-app_2_4.xsd
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<xsd:enumeration value="CONFIDENTIAL"/>
Open Source Used In DCNM 12 12.0(2) 10122

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* /opt/cola/permits/1150919554_1617720638.09/0/servlet-api-2-5-20081211-4-jar/javax/servlet/resources/web-app_2_5.xsd

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Used in: user

Found in path(s):
* /opt/cola/permits/1150919554_1617720638.09/0/servlet-api-2-5-20081211-4-jar/javax/servlet/resources/web-app_2_3.dtd

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- javaee_web_services_1_2.xsd
- javaee_web_services_client_1_2.xsd
- javaee_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
- javaee_web_services_client_1_4.xsd
- jsp_2_3.xsd
- web-app_3_1.xsd
- web-common_3_1.xsd
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* /opt/cola/permits/1150250559_1627682333.41/0/doxia-decoration-model-1-0-alpha-7-sources-1-jar/org/apache/maven/doxia/site/decoration/inheritance/DecorationModelInheritanceAssembler.java
* /opt/cola/permits/1150250559_1627682333.41/0/doxia-decoration-model-1-0-alpha-7-sources-1-jar/org/apache/maven/doxia/site/decoration/inheritance/DefaultDecorationModelInheritanceAssembler.java

1.1189 entrypoints 0.3

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1.1190 webswing-app-toolkit 2.5-SNAPSHOTS

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jar/javassist/tools/rmi/NotFoundException.java

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jar/javassist/bytecode/annotation/Annotation.java
1.1193 json-iterator-go 1.1.10

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

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

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

Kotlin.isIntArray = function (a) {
    return a instanceof Int32Array
};

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

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

Kotlin.isArray = function (a) {
    return Array.isArray(a) && !a.$type$;
};

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

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

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

Kotlin.arrayEquals = function (a, b) {
    if (a === b) {
        return true;
    }
    if (!Kotlin.isArrayish(b) || a.length !== b.length) {
        return false;
    }

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

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

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

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

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

Kotlin.getCallableRef = function (name, f) {
    f.callableName = name;
    return f;
};

Kotlin.getPropertyCallableRef = function (name, paramCount, getter, setter) {
    getter.get = getter;
    getter.set = setter;
    getter.callableName = name;
    return getPropertyRefClass(getter, setter, propertyRefClassMetadataCache[paramCount]);
};

function getPropertyRefClass(obj, setter, cache) {
    obj.$metadata$ = getPropertyRefMetadata(typeof setter === "function" ? cache.mutable : cache.immutable);
    obj.constructor = obj;
    var propertyRefClassMetadataCache = [null, { mutable: { value: null, implementedInterface: function () { return kotlin.kotlin.reflect.KMutableProperty0 } } }]
    var immutable = { value: null, implementedInterface: function () { return kotlin.kotlin.reflect.KProperty0 } };
    return immutable;  
}

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

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

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

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

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

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

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

Kotlin.numberToChar = function (a) {
    return Kotlin.toChar(Kotlin.numberToChar(a));
};

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

Kotlin.numberToType = function (a) {
    return kotlin.kotlin.reflect.KMutableProperty1
};

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

Kotlin.numberToChar = function (a) {
    return Kotlin.toChar(Kotlin.numberToChar(a));
};

Kotlin.numberToDouble = function (a) {
    return a instanceof Kotlin BoxingChar ? a : Kotlin.BoxedChar.valueOf(a);
};
```

---

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Kotlin.BoxedChar(a);\n};\n}nullKotlin.unboxChar = function(a) {\n if (a == null) return a;\n return Kotlin.toChar(a);\n};

Kotlin.unboxChar = function(a) {\n if (a == null) return a;\n return Kotlin.toChar(a);\n};

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * LICENSE.txt file.
 */

Kotlin.equals = function (obj1, obj2) {\n    if (obj1 == null) {
        return obj2 == null;
    }

    if (obj2 == null) {
        return false;
    }

    if (obj1 !== obj1) {
        return obj2 !== obj2;
    }

    if (typeof obj1 === "object" && typeof obj1.equals === "function") {
        return obj1.equals(obj2);
    }

    if (typeof obj1 === "number" && typeof obj2 === "number") {
        return obj1 === obj2 && (obj1 !== 0 || 1 / obj1 === 1 / obj2);
    }

    return obj1 === obj2;
};

Kotlin.hashCode = function (obj) {\n    if (obj == null) {
        return 0;
    }
    var objType = typeof obj;
    if ("object" === objType) {
        return "function" === typeof obj.hashCode ? obj.hashCode() : getObjectHashCode(obj);
    }
    if ("function" === objType) {
        return getObjectHashCode(obj);
    }
    if ("number" === objType) {
        return Kotlin.numberHashCode(obj);
    }
    if ("boolean" === objType) {
        return Number(obj);
    }

    var str = String(obj);\n    return getStringHashCode(str);\n};\n}nullKotlin.toString = function (o) {\n    if (o == null) {
        return "null";
    }
    else if (Kotlin.isArrayish(o)) {
        return "[...]";
    }
    else {
        return o.toString();\n    }
};

/**
 * Constructs a 64-bit two's-complement integer, given its low and high 32-bit
 * values as *signed* integers. See the from* functions below for more
 * convenient ways of constructing Longs.
 *
 * In the algorithms below, we frequently reduce the negative case to the
 * positive case by negating the input(s) and then post-processing the result. Note that we must ALWAYS check specially whether those values are MIN_VALUE (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as an *a positive number, it overflows back into a negative). Not handling this case would often result in infinite recursion.\n * In the algorithms below, we frequently reduce the negative case to the * positive case by negating the input(s) and then post-processing the result. Note that we must ALWAYS check specially whether those values are MIN_VALUE (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as a * positive number, it overflows back into a negative). Not handling this case would often result in infinite recursion.\n * In the algorithms below, we frequently reduce the negative case to the * positive case by negating the input(s) and then post-processing the result. Note that we must ALWAYS check specially whether those values are MIN_VALUE (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as a * positive number, it overflows back into a negative). Not handling this case would often result in infinite recursion.\n * In the algorithms below, we frequently reduce the negative case to the * positive case by negating the input(s) and then post-processing the result. Note that we must ALWAYS check specially whether those values are MIN_VALUE (-2^63) because -MIN_VALUE == MIN_VALUE (since 2^63 cannot be represented as a * positive number, it overflows back into a negative). Not handling this case would often result in infinite recursion.
function(value) {
  if (-128 <= value && value < 128) {
    var cachedObj = Kotlin.Long.IntCache_[value];
    if (cachedObj) {
      return cachedObj;
    }
  }

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

/**
 * Converts this number value to `Long`. The fractional part, if any, is rounded down towards zero.
 * Returns zero if this `Double` value is `NaN`, `Long.MIN_VALUE` if it's less than `Long.MIN_VALUE`, `Long.MAX_VALUE` if it's bigger than `Long.MAX_VALUE`.
 * @param {number} value The number in question.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromNumber = function(value) {
  if (isNaN(value)) {
    return Kotlin.Long.ZERO;
  } else if (value <= -Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MIN_VALUE;
  } else if (value + 1 >= Kotlin.Long.TWO_PWR_63_DBL_) {
    return Kotlin.Long.MAX_VALUE;
  } else if (value < 0) {
    return Kotlin.Long.fromNumber(-value).negate();
  } else {
    return new Kotlin.Long((value % Kotlin.Long.TWO_PWR_32_DBL_) | 0, (value / Kotlin.Long.TWO_PWR_32_DBL_) | 0);
  }
};

/**
 * Returns a Long representing the 64-bit integer that comes by concatenating the given high and low bits. Each is assumed to use 32 bits.
 * The high 32-bits
 * @param {number} highBits The high 32-bits.
 * @param {number} lowBits The low 32-bits.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromBits = function(lowBits, highBits) {
  return new Kotlin.Long(lowBits, highBits);
};

/**
 * Returns a Long representation of the given string, written using the given radix.
 * @param {string} str The textual representation of the Long.
 * @param {number=} opt_radix The radix in which the text is written.
 * @return {!Kotlin.Long} The corresponding Long value.
 */
Kotlin.Long.fromString = function(str, opt_radix) {
  if (str.length == 0) {
    throw Error('number format error: empty string');
  }

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

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

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

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

// NOTE: the compiler should inline these constant values below and then remove
// these variables, so there should be no runtime penalty for these
// Number used repeated below in calculations.

/**
 * Number used repeated below in calculations.
 * @private
 */
Kotlin.Long.TWO_PWR_16_DBL_ = 1 << 16;

/**
 * @private
 */
Kotlin.Long.TWO_PWR_24_DBL_ = 1 << 24;

/**
 * @private
 */

/**
 * @private
 */
Kotlin.Long.TWO_PWR_31_DBL_ = Kotlin.Long.TWO_PWR_32_DBL_ / 2;

/**
 * @private
 */

/**
 * @private
 */

/**
 * @private
 */
Kotlin.Long.TWO_PWR_63_DBL_ = Kotlin.Long.TWO_PWR_64_DBL_ / 2;

/**
 * @private
 */
Kotlin.Long.ZERO = Kotlin.Long.fromInt(0);

/**
 * @private
 */
Kotlin.Long.ONE = Kotlin.Long.fromInt(1);

/**
 * @private
 */
Kotlin.Long.NEG_ONE = Kotlin.Long.fromInt(-1);

/**
 * @private
 */
Kotlin.Long.MAX_VALUE = Kotlin.Long.fromBits(0, 0x80000000 | 0);

/**
 * @private
 */
Kotlin.Long.MIN_VALUE = Kotlin.Long.fromBits(0, 0x7FFFFFFF | 0);

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value, assuming it is a 32-bit integer. */

Kotlin.Long.prototype.toInt = function() {
  return this.low_ \n};

Kotlin.Long.prototype.toNumber =

function() {
  return this.high_ ^ this.low_ \n};

Kotlin.Long.prototype.hashCode =

function() {
  return this.high_ ^ this.low_;}

Kotlin.Long.prototype.toString =

function(radix) {
  var remDiv = rem.div(radix);
  var result = '';
  while (true) {
    var intval = rem.subtract(remDiv.multiply(radix)).toInt();
    var digits = intval.toString(radix);
    rem = remDiv;
    if (rem.isZero()) {
      return digits + result;
    } else {
      while (digits.length < 6) {
        digits = '0' + digits;
      }
      result = '' + digits + result;
    }
  }
}

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

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

Kotlin.Long.prototype.getLowBitsUnsigned = function() {
  return (this.low_ >= 0) ?
      this.low_ : Kotlin.Long.TWO_PWR_32_DBL_ + this.low_;
}

Kotlin.Long.prototype.getNumBitsAbs = function() {
  if (this.isNegative()) {
    if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return 64;
    } else {
      return this.negate().getNumBitsAbs();
    }
  } else {
    var val = this.high_ != 0 ? this.high_ : this.low_;
    for (var bit = 31; bit > 0; bit--) {
      if ((val & (1 << bit)) != 0) {
        break;
      }
    }
    return this.high_ != 0 ? bit + 33 : bit + 1;
}

Kotlin<Long.prototype.equalsLong = function() {
  return (this.high_ == other.high_) && (this.low_ == other.low_);
}

Kotlin.Long.prototype.lessThan =

function(other) {
  return this.compare(other) < 0;
}

Kotlin.Long.prototype.lessThanOrEqual =

function(other) {
  return this.compare(other) <= 0;
}

Kotlin.Long.prototype.greaterThan =

function(other) {
  return this.compare(other) > 0;
}

Kotlin.Long.prototype.greaterThanOrEqual =

function(other) {
  return this.compare(other) >= 0;
}

Kotlin.Long.prototype.getLowBitsUnsigned = function() {
  return (this.isZero()) \n};
the given one is greater.

```javascript
Kotlin.Long.prototype.compare = function(other) {
  if (this.equalsLong(other)) {
    return 0;
  } else if (this >= other) {
    return 1;
  } else
    return -1;
}

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

Kotlin.Long.prototype.multiply = function(other) {
  if (this.isZero()) {
    return Kotlin.Long.ZERO;
  } else if (other.isZero()) {
    return Kotlin.Long.ZERO;
  }
  return this.negative().multiply(other.negative());
}

Kotlin.Long.prototype.div = function(other) {
  if (other.isZero()) {
    throw Error('division by zero');
  } else if (this.isZero()) {
    return Kotlin.Long.ZERO;
  }

  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    if (other.equalsLong(Kotlin.Long.ONE) ||
      other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.MIN_VALUE;  // recall that -MIN_VALUE
    } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.ONE;
    } else {
      // At this point, we have |other| >= 2, so |this/other| < |MIN_VALUE|.
      var halfThis = this.shiftRight(1);
      var approx = halfThis.shiftLeft(1);
      if (approx.equalsLong(Kotlin.Long.ZERO)) {
        return other.isNegative() ? Kotlin.Long.ONE :
          Kotlin.Long.NEG_ONE;
      } else {
        var rem = this.subtract(other.multiply(approx));
        var result = approx.add(rem.divide(other));
      }
    }
  } else
```

The negation of this value.

```javascript
Kotlin.Long.prototype.negative = function() {
  if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    return Kotlin.Long.MIN_VALUE;
  } else {
    return this.not().add(Kotlin.Long.ONE);
  }
}
```

The product of this and the other.

```javascript
Kotlin.Long.prototype.multiply = function(other) {
  if (this.equalsLong(Kotlin.Long.ZERO)) {
    return this.ZERO;
  } else if (other.equalsLong(Kotlin.Long.ZERO)) {
    return this.ZERO;
  } else if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    if (other.equalsLong(Kotlin.Long.ONE) ||
      other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.MIN_VALUE;  // recall that -MIN_VALUE
    } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.ONE;
    } else {
      // At this point, we have |other| >= 2, so |this/other| < |MIN_VALUE|.
      var halfThis = this.shiftRight(1);
      var approx = halfThis.multiply(other);  // recall that -MIN_VALUE
      return halfThis.add(rem.divide(other));
    }
  } else
```

The product of this and the other.

```javascript
Kotlin.Long.prototype.multiply = function(other) {
  if (this.equalsLong(Kotlin.Long.ZERO)) {
    return this.ZERO;
  } else if (other.equalsLong(Kotlin.Long.ZERO)) {
    return this.ZERO;
  } else if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    if (other.equalsLong(Kotlin.Long.ONE) ||
      other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.MIN_VALUE;  // recall that -MIN_VALUE
    } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.ONE;
    } else {
      // At this point, we have |other| >= 2, so |this/other| < |MIN_VALUE|.
      var halfThis = this.shiftRight(1);
      var approx = halfThis.multiply(other);  // recall that -MIN_VALUE
      return halfThis.add(rem.divide(other));
    }
  } else
```

The product of this and the other.

```javascript
Kotlin.Long.prototype.multiply = function(other) {
  if (this.equalsLong(Kotlin.Long.ZERO)) {
    return this.ZERO;
  } else if (other.equalsLong(Kotlin.Long.ZERO)) {
    return this.ZERO;
  } else if (this.equalsLong(Kotlin.Long.MIN_VALUE)) {
    if (other.equalsLong(Kotlin.Long.ONE) ||
      other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.MIN_VALUE;  // recall that -MIN_VALUE
    } else if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
      return Kotlin.Long.ONE;
    } else {
      // At this point, we have |other| >= 2, so |this/other| < |MIN_VALUE|.
      var halfThis = this.shiftRight(1);
      var approx = halfThis.multiply(other);  // recall that -MIN_VALUE
      return halfThis.add(rem.divide(other));
    }
  } else
```
if (other.equalsLong(Kotlin.Long.MIN_VALUE)) {
  return Kotlin.Long.ZERO;
} else if (other.isNegative()) {
  return this.negate().div(other.negate());
} else {
  return this.div(other.negate());
}

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

if (rem.greaterThanOrEqual(other)) {
  return rem.subtract(this.multiply(other));
} else {
  return rem.subtract(this).multiply(other);
}

var approxRes = Kotlin.Long.fromNumber(approx);
var approxRem = approxRes.multiply(other);
while (approxRem.isNegative() || approxRem.greaterThan(rem)) {
  approxRes.subtract(approxRem);
}

if (approxRes.isZero()) {
  approxRes = Kotlin.Long.ONE;
}

res = res.add(approxRes);
}

/**
 * Returns this Long modulo the given one.
 * @param {Kotlin.Long} other Long by which to mod.
 * @return {!Kotlin.Long} This Long modulo the given one.
 */
Kotlin.Long.prototype.modulo = function(other) {
  return this.subtract(this.div(other).multiply(other));
};

/** @return {!Kotlin.Long} The bitwise-NOT of this value. */
Kotlin.Long.prototype.not = function() {
  return Kotlin.Long.fromBits(~this.low_,
                                 ~this.high_);
};

/**
 * Returns the bitwise-AND of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to AND.
 * @return {!Kotlin.Long} The bitwise-AND of this and the other.
 */
Kotlin.Long.prototype.and = function(other) {
  return Kotlin.Long.fromBits(this.low_ & other.low_,
                                 this.high_ & other.high_);
};

/**
 * Returns the bitwise-XOR of this Long and the given one.
 * @param {Kotlin.Long} other The Long with which to XOR.
 * @return {!Kotlin.Long} The bitwise-XOR of this and the other.
 */
Kotlin.Long.prototype.xor = function(other) {
  return Kotlin.Long.fromBits(this.low_ ^ other.low_,
                                 this.high_ ^ other.high_);
};

/**
 * Returns this Long with bits shifted to the left by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the left by the given amount.
 */
Kotlin.Long.prototype.shiftLeft = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var low = this.low_;
    var high = this.high_;
    return Kotlin.Long.fromBits(
        low << numBits,
        (high << numBits) | (low >>> (32 - numBits)));
  }
};

/**
 * Returns this Long with bits shifted to the right by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the right by the given amount.
 */
Kotlin.Long.prototype.shiftRight = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var low = this.low_;
    var high = this.high_;
    return Kotlin.Long.fromBits(
        low >> numBits,
        (high >> numBits) | (low >>> (32 - numBits)));
  }
};

/**
 * Returns this Long with bits shifted to the right by the given amount.
 * @param {number} numBits The number of bits by which to shift.
 * @return {!Kotlin.Long} This shifted to the right by the given amount.
 */
Kotlin.Long.prototype.shiftRightUnsigned = function(numBits) {
  numBits &= 63;
  if (numBits == 0) {
    return this;
  } else {
    var low = this.low_;
    var high = this.high_;
    return Kotlin.Long.fromBits(
        low >> numBits,
        (high >> numBits) | (low >>> (32 - numBits)));
  }

low = this.low_;
  return Kotlin.Long.fromBits((low >>> numBits) | (high << (32 - numBits)),
  ) else if (numBits == 32) {
    return Kotlin.Long.fromBits(high, 0);
  } else {
    return Kotlin.Long.fromBits((numBits - 32), 0);
  }
}
// Support for Kotlin
Kotlin.Long.prototype.equals = function (other) {
  return other instanceof Kotlin.Long &
  this.equalsLong(other);
};
Kotlin.Long.prototype.compareTo = function (other) {
  return other instanceof Kotlin.Long &&
  this.compareTo_11rb$;
};
Kotlin.Long.prototype.unaryMinus = Kotlin.Long.prototype.negate;
Kotlin.Long.prototype.inv = Kotlin.Long.prototype.not;
Kotlin.Long.prototype.rangeTo = function (other) {
  return new Kotlin.kotlin.ranges.LongRange(this, other);
};
Kotlin.compareTo = function (a, b) {
  var typeA = typeof a;
  if (typeA === "number") {
    if (typeof b === "number") {
      return Kotlin.doubleCompareTo(a, b);
    }
    return Kotlin.primitiveCompareTo(a, b);
  }
  if (typeA === "string" || typeA === "boolean") {
    return Kotlin.primitiveCompareTo(a, b);
  }
  return a.compareTo_11rb$(b);
};
Kotlin.doubleToBits = function (value) {
  return Kotlin.doubleToRawBits(isNaN(value) ? NaN : value);
};
Kotlin.doubleToRawBits = function (value) {
  var buf = new ArrayBuffer(8);
  var bufFloat64 = new Float64Array(buf);
  var bufInt32 = new Int32Array(buf);
  var lowIndex = 0;
  var highIndex = 1;
  bufFloat64[0] = -1; // bff00000_00000000
  if (bufInt32[lowIndex] !== 0) {
    lowIndex = 1;
    highIndex = 0;
  }
  Kotlin.toDoubleBits = function (value) {
    return Kotlin.doubleToRawBits(isNaN(value) ? NaN : value);
  };
```javascript
// approximation by laurent series in 1/x at 0+ order from -1 to 0
Math.log1p = function(x) {
    if (Math.abs(x) < taylor_n_bound) {
        var x2 = x * x;
        var x3 = x2 * x;
        var x4 = x3 * x;
        // approximation by taylor series in x at 0 up to order 4
        return (-x4 / 4 + x3 / 3 - x2 / 2 + x);
    } else if (x - 1 >= taylor_n_bound) {
        var y = Math.sqrt(x - 1);
        // approximation by taylor series in y at 0 up to order 4
        return Math.log(y + 1) / 2;
    }
};
```

array) {
    return apply.call(this, self, [...slice.call(array)]);
} // Patch map to work with TypedArrays if needed.

if (typeof TypedArray.prototype.map === 'undefined') {
    Object.defineProperty(TypedArray.prototype, 'map', {
        value: function(callback, self) {
            return [...slice.call(this).map(callback, self)];
        }
    });
} // Patch sort to work with TypedArrays if needed. // TODO: consider to remove following function and replace it with 'Kotlin.doubleCompareTo' (see misc.js)

var totalOrderComparator = function (a, b) {
    if (a < b) return -1;
    if (a > b) return 1;
    if (a === b) {
        var ia = 1 / a;
        return ia === 1 / b ? 0 : (ia < 0 ? -1 : 1);
    }
}

// Patch sort to work with TypedArrays if needed.
for (var i = 0; i < arrays.length; ++i) {
    var TypedArray = arrays[i];
    if (typeof TypedArray.prototype.sort === 'undefined') {
        Object.defineProperty(TypedArray.prototype, 'sort', {
            value: function(compareFunction) {
                return Array.prototype.sort.call(this, compareFunction);
            }
        });
    }

/*
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*/

Kotlin.Kind = {
    CLASS: "class",
    INTERFACE: "interface",
    OBJECT: "object"
};

Kotlin.callGetter = function (thisObject, klass, propertyName) {
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor != null && propertyDescriptor.get != null) {
        return propertyDescriptor.get.call(thisObject);
    }

    propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);
    if (propertyDescriptor != null && "value" in propertyDescriptor) {
        return thisObject[propertyName];
    }

    return Kotlin.callGetter(thisObject, Object.getPrototypeOf(klass), propertyName);
};

Kotlin.callSetter = function (thisObject, klass, propertyName, value) {
    var propertyDescriptor = Object.getOwnPropertyDescriptor(klass, propertyName);
    if (propertyDescriptor != null && propertyDescriptor.set != null) {
        propertyDescriptor.set.call(thisObject, value);
        return;
    }

    propertyDescriptor = Object.getOwnPropertyDescriptor(thisObject, propertyName);
    if (propertyDescriptor != null && "value" in propertyDescriptor) {
        thisObject[propertyName] = value;
        return
    }

    Kotlin.callSetter(thisObject, Object.getPrototypeOf(klass), propertyName, value);
};

function isInheritanceFromInterface(ctor, iface) {
    if (ctor === iface) return true;

    var metadata = ctor.$metadata$;
    if (metadata != null) {
        var interfaces = metadata.interfaces;
        for (var i = 0; i < interfaces.length; ++i) {
            if (isInheritanceFromInterface(interfaces[i], iface)) {
                return true;
            }
        }
    }

    var superPrototype = ctor.prototype != null ? Object.getPrototypeOf(ctor.prototype) : null;
    var superConstructor = superPrototype != null ? superPrototype.constructor : null;
    var superConstructor = null && isInheritanceFromInterface(superConstructor, iface);

    if (typeof Object.prototype.constructor !== "function" || object instanceof KCLASS) {
        var class$* @returns {Function} Kotlin.isType = function (object, klass) {
            if (class === Object) {
                switch (typeof object) {
                    case "string":
                    case "number":
                    case "boolean":
                        return true;
                    return false;
               
            if (object == null || klass == null || (typeof object !== 'object' && typeof object !== 'function')) {
                return false;
            }

            return true;
        }
    }

    return false;

    var proto = Object.getPrototypeOf(klass);
    var constructor = proto != null ? constructor.$metadata$ in constructor) {
        var metadata = constructor.$metadata$;
        if (metadata.kind === Kotlin.Kind.OBJECT) {
            var return object === class$;
        }

        var klassesMetadata = class$metadata$;
        if (klassMetadata.kind === Kotlin.Kind.OBJECT) {
            var return object === klassesMetadata;
        }

        var return object === klassesMetadata;
    }

    if (klassMetadata.kind === Kotlin.Kind.OBJECT) {
        return false;
    }

    return false;
}

Kotlin.Long.valueOf = function (a) {
    return typeof a === "number" ? a instanceof Kotlin.Long ? valKotlin.isChar = function (value) {
        return value instanceof Kotlin.BoxedChar;
    }
}
Open Source Used In DCNM 12.12.0(2) 10269

Kotlin

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Kotlin

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/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun BooleanArray.component5(): Boolean {
    return get(4)
}

/**
 * Returns 5th *element* from the array.
 * 
 * If the size of this array is less than 5, throws an
 * [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@kotlin.internal.InlineOnly
public inline operator fun CharArray.component5(): Char {
    return get(4)
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Array<out T>.contains(element: T): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun ByteArray.contains(element: Byte): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun ShortArray.contains(element: Short): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun IntArray.contains(element: Int): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun LongArray.contains(element: Long): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun FloatArray.contains(element: Float): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun DoubleArray.contains(element: Double): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun BooleanArray.contains(element: Boolean): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns `true` if 
 * [element] is found in the array.
 */
public operator fun CharArray.contains(element: Char): Boolean {
    return indexOf(element) >= 0
}

/**
 * Returns an element at the given 
 * [index] or throws an
 * [IndexOutOfBoundsException] if the [index]
 * is out of bounds of this array.
 */
public expect fun <T> Array<out T>.elementAt(index: Int): T

/**
 * Returns an element at the given 
 * [index] or throws an 
 * [IndexOutOfBoundsException] if the 
 * [index] is out of bounds of this array.
 */
public expect fun ByteArray.elementAt(index: Int): Byte

/**
 * Returns an element at the given 
 * [index] or throws an 
 * [IndexOutOfBoundsException] if the 
 * [index] is out of bounds of this array.
 */
public expect fun ShortArray.elementAt(index: Int): Short

/**
 * Returns an element at the given 
 * [index] or throws an 
 * [IndexOutOfBoundsException] if the 
 * [index] is out of bounds of this array.
 */
public expect fun IntArray.elementAt(index: Int): Int

/**
 * Returns an element at the given 
 * [index] or throws an 
 * [IndexOutOfBoundsException] if the 
 * [index] is out of bounds of this array.
 */
public expect fun LongArray.elementAt(index: Int): Long

/**
 * Returns an element at the given 
 * [index] or throws an 
 * [IndexOutOfBoundsException] if the 
 * [index] is out of bounds of this array.
 */
public expect fun FloatArray.elementAt(index: Int): Float

/**
 * Returns an element at the given 
 * [index] or throws an 
 * [IndexOutOfBoundsException] if the 
 * [index] is out of bounds of this array.
 */
public expect fun DoubleArray.elementAt(index: Int): Double

/**
 * Returns an element at the given 
 * [index] or the result of calling the 
 * [defaultValue] function if the 
 * [index] is out of bounds of this array.
 */
public inline fun <T> Array<out T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}
calling the [defaultValue] function if the [index] is out of bounds of this array.

ByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

ShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

IntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

LongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

CharArray.elementAtOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

ByteArray.elementAtOrNull(index: Int): Byte? {
    return getOrNull(index)
}

ShortArray.elementAtOrNull(index: Int): Short? {
    return getOrNull(index)
}

IntArray.elementAtOrNull(index: Int): Int? {
    return getOrNull(index)
}

LongArray.elementAtOrNull(index: Int): Long? {
    return getOrNull(index)
}

CharArray.elementAtOrNull(index: Int): Char? {
    return getOrNull(index)
}

BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
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    return getOrNull(index)
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    return getOrNull(index)
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ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
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ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
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    return getOrNull(index)
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    return getOrNull(index)
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ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
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ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
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    return getOrNull(index)
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    return getOrNull(index)
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    return getOrNull(index)
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    return getOrNull(index)
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ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
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ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
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    return getOrNull(index)
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ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
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ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray.elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
    return getOrNull(index)
}

ByteArray;elementAtOrNull<T>(index: Int): T? {
samples.collections.Collections.Elements.elementAtOrNull
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.elementAtOrNull(index: Int): Float? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.elementAtOrNull(index: Int): Double? {
    return this.getOrNull(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.elementAtOrNull(index: Int): Boolean? {
    return this.getOrNull(index)
}

/**
 * Returns the first element matching the given [predicate], or `null` if no such element was found.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.elementAtOrNull(index: Int): Char? {
    return this.getOrNull(index)
}

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

NoSuchElementException("Array contains no element matching the predicate.")

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

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

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun <T> Array<out T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun ByteArray.firstOrNull(): Byte? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun ShortArray.firstOrNull(): Short? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun IntArray.firstOrNull(): Int? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun LongArray.firstOrNull(): Long? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun FloatArray.firstOrNull(): Float? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun DoubleArray.firstOrNull(): Double? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun BooleanArray.firstOrNull(): Boolean? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns the first element, or `null` if the array is empty.
 */
public fun CharArray.firstOrNull(): Char? {
    return if (isEmpty()) null else this[0]
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.getOrElse(index: Int, defaultValue: (Int) -> Byte): Byte {
    return if (index >= 0 && index <= lastIndex) get[index] else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.getOrElse(index: Int, defaultValue: (Int) -> Short): Short {
    return if (index >= 0 && index <= lastIndex) get[index] else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.getOrElse(index: Int, defaultValue: (Int) -> Int): Int {
    return if (index >= 0 && index <= lastIndex) get[index] else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.getOrElse(index: Int, defaultValue: (Int) -> Long): Long {
    return if (index >= 0 && index <= lastIndex) get[index] else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.getOrElse(index: Int, defaultValue: (Int) -> Float): Float {
    return if (index >= 0 && index <= lastIndex) get[index] else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.getOrElse(index: Int, defaultValue: (Int) -> Double): Double {
    return if (index >= 0 && index <= lastIndex) get[index] else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.getOrElse(index: Int, defaultValue: (Int) -> Boolean): Boolean {
    return if (index >= 0 && index <= lastIndex) get[index] else defaultValue(index)
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.getOrElse(index: Int, defaultValue: (Int) -> Char): Char {
    return if (index >= 0 && index <= lastIndex) get[index] else defaultValue(index)
}
element matching the given [predicate], or -1 if the array does not contain such element.\n */

public inline fun ByteArray.indexOfLast(predicate: (Byte) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the array does not contain such element.
 */
public inline fun ShortArray.indexOfLast(predicate: (Short) -> Boolean): Int {
    for (index in indices.reversed()) {
        if (predicate(this[index])) {
            return index
        }
    }
    return -1
}

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

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

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

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

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

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

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun <T> Array<out T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return this[lastIndex]
}

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

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

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

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

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

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

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

/**
 * Returns the last element.
 * @throws [NoSuchElementException] if the array is empty.
 */
public fun CharArray.last(): Char {
    if (isEmpty())
        throw NoSuchElementE
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```kotlin
/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun ByteArray.last(predicate: (Byte) -> Boolean): Byte {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

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

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

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

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

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun DoubleArray.last(predicate: (Double) -> Boolean): Double {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun BooleanArray.last(predicate: (Boolean) -> Boolean): Boolean {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

/**
 * Returns the last element matching the given [predicate].
 * @throws [NoSuchElementException] if no such element is found.
 */
public inline fun CharArray.last(predicate: (Char) -> Boolean): Char {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    throw NoSuchElementException("Array contains no element matching the predicate.")
}

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

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

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

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

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

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

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public inline fun <T> Array<out T>.random(): T {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public inline fun ByteArray.random(): Byte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public inline fun ShortArray.random(): Short {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public inline fun IntArray.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public inline fun LongArray.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public inline fun FloatArray.random(): Float {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public inline fun DoubleArray.random(): Double {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public inline fun BooleanArray.random(): Boolean {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public inline fun CharArray.random(): Char {
    return random(Random)
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun <T> Array<out T>.random(random: Random): T {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun ByteArray.random(random: Random): Byte {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun ShortArray.random(random: Random): Short {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun IntArray.random(random: Random): Int {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun LongArray.random(random: Random): Long {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun FloatArray.random(random: Random): Float {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness.
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
public fun DoubleArray.random(random: Random): Double {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}
element from this array using the specified source of randomness.

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

/**
 * Returns a random element from this array using the specified source of randomness.
 */
public fun CharArray.random(random: Random): Char {
    if (isEmpty())
        throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun ShortArray.randomOrNull(): Short? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun IntArray.randomOrNull(): Int? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun LongArray.randomOrNull(): Long? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun FloatArray.randomOrNull(): Float? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun DoubleArray.randomOrNull(): Double? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun BooleanArray.randomOrNull(): Boolean? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun CharArray.randomOrNull(): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun ShortArray.randomOrNull(): Short? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun IntArray.randomOrNull(): Int? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun LongArray.randomOrNull(): Long? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun FloatArray.randomOrNull(): Float? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun DoubleArray.randomOrNull(): Double? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun BooleanArray.randomOrNull(): Boolean? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun CharArray.randomOrNull(): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun ShortArray.randomOrNull(): Short? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun IntArray.randomOrNull(): Int? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array, or `null` if this array is empty.
 */
public fun LongArray.randomOrNull(): Long? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}
```

---

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element from this array using the specified source of randomness, or `null` if this array is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun FloatArray.randomOrNull(random: Random): Float? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun DoubleArray.randomOrNull(random: Random): Double? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun BooleanArray.randomOrNull(random: Random): Boolean? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns a random element from this array using the specified source of randomness, or `null` if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun CharArray.randomOrNull(random: Random): Char? {
    if (isEmpty())
        return null
    return get(random.nextInt(size))
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun <T> Array<out T>.single(): T {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun ByteArray.single(): Byte {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun ShortArray.single(): Short {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun IntArray.single(): Int {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun LongArray.single(): Long {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun FloatArray.single(): Float {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun DoubleArray.single(): Double {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun BooleanArray.single(): Boolean {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element, or throws an exception if the array is empty or has more than one element.
 */
public fun CharArray.single(): Char {
    return when (size) {
        0 -> throw NoSuchElementException("Array is empty.")
        1 -> this[0]
        else -> throw IllegalArgumentException("Array has more than one element.")
    }
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 */
@Suppress("UNCHECKED_CAST")
public inline fun <T> Array<out T>.single(predicate: (T) -> Boolean): T {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no matching element.")
    @Suppress("UNCHECKED_CAST")
    return single as T
}
```
given [predicate], or throws exception if there is no or more than one matching element.\n
```kotlin
public inline fun ByteArray.single(predicate: (Byte) -> Boolean): Byte {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Byte
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */
public inline fun ShortArray.single(predicate: (Short) -> Boolean): Short {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Short
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */
public inline fun IntArray.single(predicate: (Int) -> Boolean): Int {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Int
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */
public inline fun LongArray.single(predicate: (Long) -> Boolean): Long {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Long
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */
public inline fun FloatArray.single(predicate: (Float) -> Boolean): Float {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Float
}

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

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */
public inline fun BooleanArray.single(predicate: (Boolean) -> Boolean): Boolean {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Boolean
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.\n */
public inline fun CharArray.single(predicate: (Char) -> Boolean): Char {
    var single: Char? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if (!found) throw NoSuchElementException("Array contains no element matching the predicate.")
    @Suppress("UNCHECKED_CAST")
    return single as Char
}
```

Returns single element, or `null` if the array is empty or has more than one element.

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

`ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte?` returns single element, or `null` if the array is empty or has more than one element.

```kotlin
fun ByteArray.singleOrNull(predicate: (Byte) -> Boolean): Byte? {
    var single: Byte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

`CharArray.singleOrNull(): Char?` returns single character, or `null` if the array is empty or has more than one element.

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

`DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double?` returns single double, or `null` if the array is empty or has more than one element.

```kotlin
fun DoubleArray.singleOrNull(predicate: (Double) -> Boolean): Double? {
    var single: Double? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

`FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float?` returns single float, or `null` if the array is empty or has more than one element.

```kotlin
fun FloatArray.singleOrNull(predicate: (Float) -> Boolean): Float? {
    var single: Float? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

`IntArray.singleOrNull(predicate: (Int) -> Boolean): Int?` returns single integer, or `null` if the array is empty or has more than one element.

```kotlin
fun IntArray.singleOrNull(predicate: (Int) -> Boolean): Int? {
    var single: Int? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

`LongArray.singleOrNull(predicate: (Long) -> Boolean): Long?` returns single long, or `null` if the array is empty or has more than one element.

```kotlin
fun LongArray.singleOrNull(predicate: (Long) -> Boolean): Long? {
    var single: Long? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

`ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short?` returns single short, or `null` if the array is empty or has more than one element.

```kotlin
fun ShortArray.singleOrNull(predicate: (Short) -> Boolean): Short? {
    var single: Short? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

`BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean?` returns single boolean, or `null` if the array is empty or has more than one element.

```kotlin
fun BooleanArray.singleOrNull(predicate: (Boolean) -> Boolean): Boolean? {
    var single: Boolean? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```
= element
  found = true
} else
  return null
return single

/*
 * Returns the single element matching the given [predicate], or `null` if no element was found.
 */

fun <T> Array<T>.singleOrDefault(p: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns the single element matching the given [predicate], or `null` if no element was found.
 */

fun <T> Array<T>.singleOrNull(p: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a list containing all elements except first [n] elements.
 */

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

/**
 * Returns a list containing all elements except first [n] elements.
 */

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

/**
 * Returns a list containing all elements except first [n] elements.
 */

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

/**
 * Returns a list containing all elements except first [n] elements.
 */

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

/**
 * Returns a list containing all elements except first [n] elements.
 */

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

/**
 * Returns a list containing all elements except first [n] elements.
 */

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

/**
 * Returns a list containing all elements except first [n] elements.
 */

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

/**
 * Returns a list containing all elements except first [n] elements.
 */

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

/**
 * Returns a list containing all elements except last [n] elements.
 */

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

/**
 * Returns a list containing all elements except last [n] elements.
 */

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

/**
 * Returns a list containing all elements except last [n] elements.
 */

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

/**
 * Returns a list containing all elements except last [n] elements.
 */

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

/**
 * Returns a list containing all elements except last [n] elements.
 */

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

/**
 * Returns a list containing all elements except last [n] elements.
 */

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

/**
 * Returns a list containing all elements except last [n] elements.
 */

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

/**
 * Returns a list containing all elements except last [n] elements.
 */

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

/**
 * Returns a list containing all elements except last [n] elements.
 */

fun CharArray.dropLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}
require(n >= 0) { \"Requested element count $n is less than zero.\" } \n return take((size - n).coerceAtLeast(0)) \n
/**
 * Returns a list containing all elements except last [n] elements.
 *
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun ShortArray.dropLast(n: Int): List<Short> {
    require(n >= 0) { \"Requested element count $n is less than zero.\" } \n    return take((size - n).coerceAtLeast(0)) \n}

/**
 * Returns a list containing all elements except last [n] elements.
 *
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun IntArray.dropLast(n: Int): List<Int> {
    require(n >= 0) { \"Requested element count $n is less than zero.\" } \n    return take((size - n).coerceAtLeast(0)) \n}

/**
 * Returns a list containing all elements except last [n] elements.
 *
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun LongArray.dropLast(n: Int): List<Long> {
    require(n >= 0) { \"Requested element count $n is less than zero.\" } \n    return take((size - n).coerceAtLeast(0)) \n}

/**
 * Returns a list containing all elements except last [n] elements.
 *
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun FloatArray.dropLast(n: Int): List<Float> {
    require(n >= 0) { \"Requested element count $n is less than zero.\" } \n    return take((size - n).coerceAtLeast(0)) \n}

/**
 * Returns a list containing all elements except last [n] elements.
 *
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun DoubleArray.dropLast(n: Int): List<Double> {
    require(n >= 0) { \"Requested element count $n is less than zero.\" } \n    return take((size - n).coerceAtLeast(0)) \n}

/**
 * Returns a list containing all elements except last elements that satisfy the given
 * [predicate].
 *
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun <T> Array<out T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

/**
 * Returns a list containing all elements except last elements that satisfy the given
 * [predicate].
 *
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun ByteArray.dropLastWhile(predicate: (Byte) -> Boolean): List<Byte> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

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

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

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

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

/**
 * Returns a list containing all elements except last elements that satisfy the given 
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun BooleanArray.dropLastWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return take(index + 1)
        }
    }
    return emptyList()
}

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

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun <T> Array<out T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    var yielding = false
    val list = ArrayList<T>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun ByteArray.dropWhile(predicate: (Byte) -> Boolean): List<Byte> {
    var yielding = false
    val list = ArrayList<Byte>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun ShortArray.dropWhile(predicate: (Short) -> Boolean): List<Short> {
    var yielding = false
    val list = ArrayList<Short>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun IntArray.dropWhile(predicate: (Int) -> Boolean): List<Int> {
    var yielding = false
    val list = ArrayList<Int>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun LongArray.dropWhile(predicate: (Long) -> Boolean): List<Long> {
    var yielding = false
    val list = ArrayList<Long>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun FloatArray.dropWhile(predicate: (Float) -> Boolean): List<Float> {
    var yielding = false
    val list = ArrayList<Float>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy the given 
 * predicate.
 * @sample samples.collections.Collections.Transformations.drop
 */
public inline fun DoubleArray.dropWhile(predicate: (Double) -> Boolean): List<Double> {
    var yielding = false
    val list = ArrayList<Double>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}
yielding = true
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy
 * the given [predicate].
 */
public inline fun BooleanArray.dropWhile(predicate: (Boolean) -> Boolean): List<Boolean> {
    var yielding = false
    val list = ArrayList<Boolean>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing all elements except first elements that satisfy
 * the given [predicate].
 */
public inline fun CharArray.dropWhile(predicate: (Char) -> Boolean): List<Char> {
    var yielding = false
    val list = ArrayList<Char>()
    for (item in this) {
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    return list
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun <T> Array<out T>.filter(predicate: (T) -> Boolean): List<T> {
    return filterTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun ByteArray.filter(predicate: (Byte) -> Boolean): List<Byte> {
    return filterTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun ShortArray.filter(predicate: (Short) -> Boolean): List<Short> {
    return filterTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun IntArray.filter(predicate: (Int) -> Boolean): List<Int> {
    return filterTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun LongArray.filter(predicate: (Long) -> Boolean): List<Long> {
    return filterTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun FloatArray.filter(predicate: (Float) -> Boolean): List<Float> {
    return filterTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun DoubleArray.filter(predicate: (Double) -> Boolean): List<Double> {
    return filterTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun BooleanArray.filter(predicate: (Boolean) -> Boolean): List<Boolean> {
    return filterTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun CharArray.filter(predicate: (Char) -> Boolean): List<Char> {
    return filterTo(ArrayList<Char>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun <T> Array<out T>.filterIndexed(predicate: (Int, T) -> Boolean): List<T> {
    return filterIndexedTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun ByteArray.filterIndexed(predicate: (Int, Byte) -> Boolean): List<Byte> {
    return filterIndexedTo(ArrayList<Byte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun ShortArray.filterIndexed(predicate: (Int, Short) -> Boolean): List<Short> {
    return filterIndexedTo(ArrayList<Short>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun IntArray.filterIndexed(predicate: (Int, Int) -> Boolean): List<Int> {
    return filterIndexedTo(ArrayList<Int>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun LongArray.filterIndexed(predicate: (Int, Long) -> Boolean): List<Long> {
    return filterIndexedTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun FloatArray.filterIndexed(predicate: (Int, Float) -> Boolean): List<Float> {
    return filterIndexedTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun DoubleArray.filterIndexed(predicate: (Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun BooleanArray.filterIndexed(predicate: (Int, Boolean) -> Boolean): List<Boolean> {
    return filterIndexedTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 */
public inline fun CharArray.filterIndexed(predicate: (Int, Char) -> Boolean): List<Char> {
    return filterIndexedTo(ArrayList<Char>(), predicate)
}
the index of an element and the element itself and returns the result of predicate evaluation on the element.

```
*\npublic inline fun LongArray.filterIndexed(predicate: (index: Int, Long) -> Boolean): List<Long> {
    return filterIndexedTo(ArrayList<Long>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
*/
public inline fun FloatArray.filterIndexed(predicate: (index: Int, Float) -> Boolean): List<Float> {
    return filterIndexedTo(ArrayList<Float>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
*/
public inline fun DoubleArray.filterIndexed(predicate: (index: Int, Double) -> Boolean): List<Double> {
    return filterIndexedTo(ArrayList<Double>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
*/
public inline fun BooleanArray.filterIndexed(predicate: (index: Int, Boolean) -> Boolean): List<Boolean> {
    return filterIndexedTo(ArrayList<Boolean>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
*/
public inline fun CharArray.filterIndexed(predicate: (index: Int, Char) -> Boolean): List<Char> {
    return filterIndexedTo(ArrayList<Char>(), predicate)
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
*/
public inline fun <T, C : MutableCollection<in T>> Array<out T>.filterIndexedTo(destination: C, predicate: (index: Int, T) -> Boolean): C {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
*/
public inline fun <C : MutableCollection<in Byte>> ByteArray.filterIndexedTo(destination: C, predicate: (index: Int, Byte) -> Boolean): C {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
*/
public inline fun <C : MutableCollection<in Short>> ShortArray.filterIndexedTo(destination: C, predicate: (index: Int, Short) -> Boolean): C {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
*/
public inline fun <C : MutableCollection<in Int>> IntArray.filterIndexedTo(destination: C, predicate: (index: Int, Int) -> Boolean): C {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
*/
public inline fun <C : MutableCollection<in Long>> LongArray.filterIndexedTo(destination: C, predicate: (index: Int, Long) -> Boolean): C {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
*/
public inline fun <C : MutableCollection<in Float>> FloatArray.filterIndexedTo(destination: C, predicate: (index: Int, Float) -> Boolean): C {
    forEachIndexed {
        index, element ->
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

```

Open Source Used In DCNM 12.12.0(2) 10291
predicate evaluation on the element.

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

@<sample: samples.collections.Collections.Filtering.filterNotNull
fun <T : Any> Array<out T?>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}

@<sample: samples.collections.Collections.Filtering.filterNotNull
fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullTo(destination: C): C {
    forEachIndexed {
        index, element
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

@<sample: samples.collections.Collections.Filtering.filterNotNull
fun <C : MutableCollection<in Char>>
CharArray.filterIndexedTo(destination: C, predicate: (Int, Char) -> Boolean): C {
    forEachIndexed {
        index, element
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}

@<sample: samples.collections.Collections.Filtering.filterNotNull
fun <C : MutableCollection<in Boolean>>
BooleanArray.filterIndexedTo(destination: C, predicate: (Int, Boolean) -> Boolean): C {
    forEachIndexed {
        index, element
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}
```

@<sample: samples.collections.Collections.Filtering.filterNotNull
fun <T : Any> Array<out T?>.filterNotNull(): List<T> {
    return filterNotNullTo(ArrayList<T>())
}

@<sample: samples.collections.Collections.Filtering.filterNotNull
fun <C : MutableCollection<in T>, T : Any> Array<out T?>.filterNotNullTo(destination: C): C {
    forEachIndexed {
        index, element
            if (predicate(index, element)) destination.add(element)
    }
    return destination
}
```
destination.add(element)\n    return destination
}  \n
/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <T, C : MutableCollection<T>> Array<out T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<Byte>> ByteArray.filterNotTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<Short>> ShortArray.filterNotTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<Int>> IntArray.filterNotTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<Long>> LongArray.filterNotTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<Float>> FloatArray.filterNotTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<Double>> DoubleArray.filterNotTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements not matching the given [predicate] to the given [destination].
 */
public inline fun <C :MutableCollection<Char>> CharArray.filterNotTo(destination: C, predicate: (Char) -> Boolean): C {
    for (element in this) if (!predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <T, C : MutableCollection<T>> Array<out T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<Byte>> ByteArray.filterTo(destination: C, predicate: (Byte) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<Short>> ShortArray.filterTo(destination: C, predicate: (Short) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<Int>> IntArray.filterTo(destination: C, predicate: (Int) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<Long>> LongArray.filterTo(destination: C, predicate: (Long) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C :MutableCollection<Float>> FloatArray.filterTo(destination: C, predicate: (Float) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 */
public inline fun <C : MutableCollection<Double>> DoubleArray.filterTo(destination: C, predicate: (Double) -> Boolean): C {
    for (element in this) if (predicate(element))
        destination.add(element)
    return destination
}
elements matching the given [predicate] to the given [destination].

*public inline fun <C : MutableCollection<in Boolean>> BooleanArray.filterTo(destination: C, predicate: (Boolean) -> Boolean): C {
for (element in this) if (predicate(element)) destination.add(element)
}

*public inline fun <C : MutableCollection<in Char>> CharArray.filterTo(destination: C, predicate: (Char) -> Boolean): C {
for (element in this) if (predicate(element)) destination.add(element)
}

*public fun IntRange().slice(indices: IntRange): List<T> {
if (indices.isEmpty()) return listOf()
return copyOfRange(indices.start, indices.endInclusive + 1).asList()
}

*public fun ByteArray.slice(indices: Iterable<Int>): List<Byte> {
val size = indices.collectionSizeOrDefault(10)
if (size == 0) return emptyList()
val list = ArrayList<Byte>(size)
for (index in indices) {list.add(get(index))}
return list
}

*public fun ShortArray.slice(indices: Iterable<Int>): List<Short> {
val size = indices.collectionSizeOrDefault(10)
if (size == 0) return emptyList()
val list = ArrayList<Short>(size)
for (index in indices) {list.add(get(index))}
return list
}

*public fun IntArray.slice(indices: Iterable<Int>): List<Int> {
val size = indices.collectionSizeOrDefault(10)
if (size == 0) return emptyList()
val list = ArrayList<Int>(size)
for (index in indices) {list.add(get(index))}
return list
}

*public fun LongArray.slice(indices: Iterable<Int>): List<Long> {
val size = indices.collectionSizeOrDefault(10)
if (size == 0) return emptyList()
val list = ArrayList<Long>(size)
for (index in indices) {list.add(get(index))}
return list
}

*public fun FloatArray.slice(indices: Iterable<Int>): List<Float> {
val size = indices.collectionSizeOrDefault(10)
if (size == 0) return emptyList()
val list = ArrayList<Float>(size)
for (index in indices) {list.add(get(index))}
return list
}

*public fun DoubleArray.slice(indices: Iterable<Int>): List<Double> {
val size = indices.collectionSizeOrDefault(10)
if (size == 0) return emptyList()
val list = ArrayList<Double>(size)
for (index in indices) {list.add(get(index))}
return list
}
in the specified [indices] range.

`apply { n \n if (indices.isEmpty()) return FloatArray(0)\n return copyOfRange(indices.start, indices.endInclusive + 1)\n}`

`doubleArray.all { n \n if (indices.isEmpty()) return DoubleArray(0)\n return copyOfRange(indices.start, indices.endInclusive + 1)\n}`

`charArray.sliceArray(indices: IntRange): CharArray {
    if (indices.isEmpty()) return CharArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}

`charArray.sliceArray(indices: IntRange): CharArray {
    if (indices.isEmpty()) return CharArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}

`booleanArray.sliceArray(indices: IntRange): BooleanArray {
    if (indices.isEmpty()) return BooleanArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}

`booleanArray.sliceArray(indices: IntRange): BooleanArray {
    if (indices.isEmpty()) return BooleanArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}

`byteArray.sliceArray(indices: IntRange): ByteArray {
    if (indices.isEmpty()) return ByteArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}

`shortArray.sliceArray(indices: IntRange): ShortArray {
    if (indices.isEmpty()) return ShortArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}

`longArray.sliceArray(indices: IntRange): LongArray {
    if (indices.isEmpty()) return LongArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}

`intArray.sliceArray(indices: IntRange): IntArray {
    if (indices.isEmpty()) return IntArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}

`byteArray.sliceArray(indices: IntRange): ByteArray {
    if (indices.isEmpty()) return ByteArray(0)\n    return copyOfRange(indices.start, indices.endInclusive + 1)\n}

`transform { n \n if (n >= 0) { \n    require(n >= 0) { "Requested element count $n is less than zero."\n    if (n == 0) return emptyList()\n  }\n  return toList()\n}
```
emptyList() if (n >= size) return toList() if (n == 1) return listOf(this[0]) var count = 0
val list = ArrayList<Boolean>(n)
for (item in this) { if (++count == n)
break }
val list
* * *
* * n * * * * * * Returns a list containing first [n] elements.
* * n * * @throws IllegalFormatException if [n] is negative.
* * * * * * * @throws samples.collections.Collections.Transformations.take
* * * * * * * /*@sample samples.collections.Collections.Transformations.take
* * * * * * * /*@sample}
Returns a list containing last [n] elements.

```kotlin
private fun List<Char>.takeLast(n: Int): List<Char> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list = ArrayList<Char>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
```

```kotlin
private fun <T> Array<out T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}
```
list containing first elements satisfying the given [predicate].

```kotlin
public fun CharArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0)
        return list
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun BooleanArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun DoubleArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun FloatArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun LongArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun IntArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun ShortArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}

/**
 * Reverses elements in the array in-place.
 */
public fun ByteArray.reverse(): Unit {
    val midPoint = (size / 2) - 1
    if (midPoint < 0) return
    var reverseIndex = lastIndex
    for (index in 0..midPoint) {
        val tmp = this[index]
        this[index] = this[reverseIndex]
        this[reverseIndex] = tmp
    }
}
```

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According to natural sort order of the value returned by specified \[selector\] function. * 

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

```kotlin
if (size > 1) sortWith(compareBy(selector))
```

```kotlin
/**
 * Sorts elements in the array in-place according to natural sort order of the value returned by specified \[selector\] function.
 * 
 * The sort is _stable_. It
```
means that equal elements preserve their order relative to each other after sorting.

```kotlin
public inline fun <T, R : Comparable<R>> Array<out T>.sortWith(compareByDescending(selector))
        ?: Unit { if (size > 1) { return toTypedArray().apply { sortWith(compareByDescending(selector)) } } }

public fun IntArray.sortDescending(): Unit { if (size > 1) { return toTypedArray().apply { sortWith(compareByDescending(selector)) } } }

public fun ShortArray.sortDescending(): Unit { if (size > 1) { return toTypedArray().apply { sortWith(compareByDescending(selector)) } } }

public fun ByteArray.sortDescending(): Unit { if (size > 1) { return toTypedArray().apply { sortWith(compareByDescending(selector)) } } }

public fun <T : Comparable<T>> Array<out T>.sortDescending(): Unit { if (size > 1) { return toTypedArray().apply { sortWith(compareByDescending(selector)) } } }
```

The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
of this array sorted according to their natural sort order.
 */
public fun CharArray.sortedArray(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sort() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> Array<T>.sortedArrayDescending(): Array<T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ByteArray.sortedArrayDescending(): ByteArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun ShortArray.sortedArrayDescending(): ShortArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun IntArray.sortedArrayDescending(): IntArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun LongArray.sortedArrayDescending(): LongArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun FloatArray.sortedArrayDescending(): FloatArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun DoubleArray.sortedArrayDescending(): DoubleArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted descending according to their natural sort order.
 */
public fun CharArray.sortedArrayDescending(): CharArray {
    if (isEmpty()) return this
    return this.copyOf().apply { sortDescending() }
}

/**
 * Returns an array with all elements of this array sorted according the specified comparator.
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Array<out T>.sortedArrayWith(comparator: Comparator<in T>): Array<out T> {
    if (isEmpty()) return this
    return this.copyOf().apply { sortWith(comparator) }
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <T, R : Comparable<R>> Array<out T>.sortedBy(crossinline selector: (T) -> R?): List<T> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <R : Comparable<R>> ByteArray.sortedBy(crossinline selector: (Byte) -> R?): List<Byte> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <R : Comparable<R>> ShortArray.sortedBy(crossinline selector: (Short) -> R?): List<Short> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <R : Comparable<R>> IntArray.sortedBy(crossinline selector: (Int) -> R?): List<Int> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <R : Comparable<R>> LongArray.sortedBy(crossinline selector: (Long) -> R?): List<Long> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <R : Comparable<R>> FloatArray.sortedBy(crossinline selector: (Float) -> R?): List<Float> {
    return sortedWith(compareBy(selector))
}

/**
 * Returns a list of all elements sorted according to natural sort order of the value returned by specified selector function.
 */
public inline fun <R : Comparable<R>> DoubleArray.sortedBy(crossinline selector: (Double) -> R?): List<Double> {
    return sortedWith(compareBy(selector))
}

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of the value returned by specified [selector] function.

`BooleanArray.sortedBy(crossinline selector: Boolean) -> R?`: List<Boolean> { // Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
    return sortedWith(compareBy(selector))
}

`CharArray.sortedBy(crossinline selector: Char) -> R?`: List<Char> { // Returns a list of all elements sorted according to natural sort order of the value returned by specified [selector] function.
    return sortedWith(compareBy(selector))
}

`Array<out T>.sortedByDescending(crossinline selector: T) -> R?`: List<T> { // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
    return sortedWith(compareByDescending(selector))
}

`ByteArray.sortedByDescending(crossinline selector: Byte) -> R?`: List<Byte> { // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
    return sortedWith(compareByDescending(selector))
}

`ShortArray.sortedByDescending(crossinline selector: Short) -> R?`: List<Short> { // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
    return sortedWith(compareByDescending(selector))
}

`IntArray.sortedByDescending(crossinline selector: Int) -> R?`: List<Int> { // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
    return sortedWith(compareByDescending(selector))
}

`LongArray.sortedByDescending(crossinline selector: Long) -> R?`: List<Long> { // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
    return sortedWith(compareByDescending(selector))
}

`FloatArray.sortedByDescending(crossinline selector: Float) -> R?`: List<Float> { // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
    return sortedWith(compareByDescending(selector))
}

`DoubleArray.sortedByDescending(crossinline selector: Double) -> R?`: List<Double> { // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
    return sortedWith(compareByDescending(selector))
}

`BooleanArray.sortedByDescending(crossinline selector: Boolean) -> R?`: List<Boolean> { // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
    return sortedWith(compareByDescending(selector))
}

`CharArray.sortedByDescending(crossinline selector: Char) -> R?`: List<Char> { // Returns a list of all elements sorted descending according to natural sort order of the value returned by specified [selector] function.
    return sortedWith(compareByDescending(selector))
}

`Array<out T>.sortedDescending()`: List<T> { // Returns a list of all elements sorted descending according to their natural sort order.
    return sortedWith(reverseOrder())
}

`ByteArray.sortedDescending()`: List<Byte> { // Returns a list of all elements sorted descending according to their natural sort order.
    return copyOf().apply { sort() }.reversed()}

`ShortArray.sortedDescending()`: List<Short> { // Returns a list of all elements sorted descending according to their natural sort order.
    return copyOf().apply { sort() }.reversed()}

`IntArray.sortedDescending()`: List<Int> { // Returns a list of all elements sorted descending according to their natural sort order.
    return copyOf().apply { sort() }.reversed()}

`LongArray.sortedDescending()`: List<Long> { // Returns a list of all elements sorted descending according to their natural sort order.
    return copyOf().apply { sort() }.reversed()}

`FloatArray.sortedDescending()`: List<Float> { // Returns a list of all elements sorted descending according to their natural sort order.
    return copyOf().apply { sort() }.reversed()}

`DoubleArray.sortedDescending()`: List<Double> { // Returns a list of all elements sorted descending according to their natural sort order.
    return copyOf().apply { sort() }.reversed()}

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Returns a list of all elements sorted according to their natural sort order.

```kotlin
CharArray.sortedDescending(): List<Char> { return copyOf().apply { sort() }.reversed() }  

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

T.sortedWith(comparator: Comparator<T>): List<T> { return return sortedArrayWith(comparator).asList() }  

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

ByteArray.sortedWith(comparator: Comparator<Byte>): List<Byte> { return toTypedArray().apply { sortWith(comparator) } }  

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

ShortArray.sortedWith(comparator: Comparator<Short>): List<Short> { return toTypedArray().apply { sortWith(comparator) } }  

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

IntArray.sortedWith(comparator: Comparator<Int>): List<Int> { return toTypedArray().apply { sortWith(comparator) } }  

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

LongArray.sortedWith(comparator: Comparator<Long>): List<Long> { return toTypedArray().apply { sortWith(comparator) } }  

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

ByteArray.asList(): List<Byte> { return asList() }  

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

ShortArray.asList(): List<Short> { return asList() }  

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

IntArray.asList(): List<Int> { return asList() }  

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

LongArray.asList(): List<Long> { return asList() }  

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

CharArray.asList(): List<Char> { return asList() }  

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

`true` if the two specified arrays are *deeply* equal to one another, *i.e.* contain the same number of the same elements in the same order.

If two corresponding elements are nested arrays, they are also compared deeply. If any of arrays contains itself on any nesting level the behavior is undefined. The elements of other types are compared for equality with the [equals][Any.equals] function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
public expect infix fun <T> Array<out T>.contentEquals(other: Array<out T>):
    Boolean

    * Returns `true` if the two specified arrays are *structurally* equal to one another,
    * i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the [equals] function.

    For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not
equal to `0.0`.

public expect infix fun ByteArray.contentEquals(other: ByteArray):
    Boolean

    * Returns `true` if the two specified arrays are *structurally* equal to one another,
    * i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the [equals] function.

    For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not
equal to `0.0`.

public expect infix fun ShortArray.contentEquals(other: ShortArray):
    Boolean

    * Returns `true` if the two specified arrays are *structurally* equal to one another,
    * i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the [equals] function.

    For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not
equal to `0.0`.

public expect infix fun IntArray.contentEquals(other: IntArray):
    Boolean

    * Returns `true` if the two specified arrays are *structurally* equal to one another,
    * i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the [equals] function.

    For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not
equal to `0.0`.

public expect infix fun LongArray.contentEquals(other: LongArray):
    Boolean

    * Returns `true` if the two specified arrays are *structurally* equal to one another,
    * i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the [equals] function.

    For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not
equal to `0.0`.

public expect infix fun FloatArray.contentEquals(other: FloatArray):
    Boolean

    * Returns `true` if the two specified arrays are *structurally* equal to one another,
    * i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the [equals] function.

    For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not
equal to `0.0`.

public expect infix fun DoubleArray.contentEquals(other: DoubleArray):
    Boolean

    * Returns `true` if the two specified arrays are *structurally* equal to one another,
    * i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the [equals] function.

    For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not
equal to `0.0`.

public expect infix fun CharArray.contentEquals(other: CharArray):
    Boolean

    * Returns `true` if the two specified arrays are *structurally* equal to one another,
    * i.e. contain the same number of the same elements in the same order.
    * The elements are compared for equality with the [equals] function.

    For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not
equal to `0.0`.

public expect fun <T> Array<out T>.contentHashCode():
    Int

public expect fun ByteArray.contentHashCode():
    Int

public expect fun ShortArray.contentHashCode():
    Int

public expect fun IntArray.contentHashCode():
    Int

public expect fun LongArray.contentHashCode():
    Int

public expect fun FloatArray.contentHashCode():
    Int

public expect fun DoubleArray.contentHashCode():
    Int

public expect fun CharArray.contentHashCode():
    Int

Returns a hash code based on the contents of this array as if it is [List].

Returns a hash code based on the contents of this array as if it is [List].

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Returns a hash code based on the contents of this array as if it is [List].

Returns a hash code based on the contents of this array as if it is [List].

Returns a hash code based on the contents of this array as if it is [List].

Returns a string representation of the contents of the specified array as
if it is [List].

```kotlin
public fun <T> Array<out T>.contentToString(): String
```

Returns a string representation of the contents of the specified array as if it is [List].

```kotlin
public expect fun <T> Array<out T>.contentToString(): String
```

Returns a string representation of the contents of the specified array as if it is [List].

```kotlin
public fun ByteArray.contentToString(): String
```

Returns a string representation of the contents of the specified array as if it is [List].

```kotlin
public expect fun ByteArray.contentToString(): String
```

Returns a string representation of the contents of the specified array as if it is [List].

```kotlin
public expect fun ShortArray.contentToString(): String
```

Returns a string representation of the contents of the specified array as if it is [List].

```kotlin
public expect fun IntArray.contentToString(): String
```

Returns a string representation of the contents of the specified array as if it is [List].

```kotlin
public expect fun LongArray.contentToString(): String
```

Returns a string representation of the contents of the specified array as if it is [List].

```kotlin
public expect fun FloatArray.contentToString(): String
```

Returns a string representation of the contents of the specified array as if it is [List].

```kotlin
public expect fun DoubleArray.contentToString(): String
```

Returns a string representation of the contents of the specified array as if it is [List].

```kotlin
public expect fun BooleanArray.contentToString(): String
```

Returns a string representation of the contents of the specified array as if it is [List].

```kotlin
public expect fun CharArray.contentToString(): String
```

Returns a string representation of the contents of the specified array as if it is [List].

```kotlin
public fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray
```

Copies this array or its subrange into the [destination] array and returns that array.

```kotlin
public fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray
```

Copies this array or its subrange into the [destination] array and returns that array.

```kotlin
public expect fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T>
```

Copies this array or its subrange into the [destination] array and returns that array.

```kotlin
public expect fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray
```

Copies this array or its subrange into the [destination] array and returns that array.
IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

* @since Kotlin("1.3")

public expect fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray

* Copies this array or its subrange into the [destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, 0 by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @return the [destination] array.

* @since Kotlin("1.3")

public expect fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray

* Copies this array or its subrange into the [destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to, 0 by default.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, 0 by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @return the [destination] array.

* @since Kotlin("1.3")

public expect fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray

* Copies this array or its subrange into the [destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to, 0 by default.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, 0 by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @return the [destination] array.

* @since Kotlin("1.3")

public expect fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray

* Copies this array or its subrange into the [destination] array and returns that array.

* It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to, 0 by default.

* @param destinationOffset the position in the [destination] array to copy to, 0 by default.

* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.

* @param endIndex the end (exclusive) of the subrange to copy, 0 by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.

* @return the [destination] array.

* @since Kotlin("1.3")

public expect fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray

* Copies this array or its subrange into the [destination] array and returns that array.
It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.

* @param destination the array to copy to.
* @param destinationOffset the position in the [destination] array to copy to, 0 by default.
* @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
* @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.

* @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
* @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.

* @return the [destination] array.

```kotlin
@SinceKotlin("1.3")
public expect fun BooleanArray.copyInto(destination: BooleanArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): BooleanArray
```

```kotlin
/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], or when that index is out of the [destination] array indices range.
 * @return the [destination] array.
 */
@SinceKotlin("1.3")
public expect fun CharArray.copyInto(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): CharArray
```

```kotlin
/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */
@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect fun <T> Array<T>.copyOf(): T
```

```kotlin
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public expect fun ByteArray.copyOf(newSize: Int): ByteArray
```

```kotlin
/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * - If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].
 * - If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero
 */
```
values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

expect fun ShortArray.copyOf(newSize: Int): ShortArray is *

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

expect fun IntArray.copyOf(newSize: Int): IntArray is *

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

expect fun FloatArray.copyOf(newSize: Int): FloatArray is *

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with zero values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with zero values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

expect fun DoubleArray.copyOf(newSize: Int): DoubleArray is *

* Returns new array which is a copy of the original array, resized to the given [newSize].

* The copy is either truncated or padded at the end with null char (`\u0000`) values if necessary.

* If [newSize] is less than the size of the original array, the copy array is truncated to the [newSize].

* If [newSize] is greater than the size of the original array, the extra elements in the copy array are filled with null char (`\u0000`) values.

* @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf

expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray is *

* Returns new array which is a copy of the specified range of the original array.

* @param fromIndex the start of the range (inclusive), must be in `0..array.size`

* @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray is *

* Returns new array which is a copy of the specified range of the original array.

* @param fromIndex the start of the range (inclusive), must be in `0..array.size`

* @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`

expect fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray is *

* Returns new array which is a copy of the specified range of the original array.

* @param fromIndex the start of the range (inclusive), must be in `0..array.size`
range (exclusive), must be in fromIndex..array.size\n */
public expect fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray\n
/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in fromIndex..array.size\n * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n */
public expect fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray\n
/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in fromIndex..array.size\n * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n */
public expect fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray\n
/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in fromIndex..array.size\n * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n */
public expect fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray\n
/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in fromIndex..array.size\n * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n */
public expect fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray\n
/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in fromIndex..array.size\n * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n */
public expect fun BooleanArray.copyOfRange(fromIndex: Int, toIndex: Int): BooleanArray\n
/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in fromIndex..array.size\n * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n */
public expect fun CharArray.copyOfRange(fromIndex: Int, toIndex: Int): CharArray\n
/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), must be in fromIndex..array.size\n * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n */
@SinceKotlin("1.3")
public expect fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit\n
/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), must be in fromIndex..array.size\n * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n */
@SinceKotlin("1.3")
public expect fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit\n
/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), must be in fromIndex..array.size\n * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n */
@SinceKotlin("1.3")
public expect fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit\n
/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), must be in fromIndex..array.size\n * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n */
@SinceKotlin("1.3")
public expect fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit\n
/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), must be in fromIndex..array.size\n * @param toIndex the end of the range (exclusive), must be in fromIndex..array.size\n */
@SinceKotlin("1.3")
public expect fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit\n
Open Source Used In DCNM 12 12.0(2) 10310
IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array
@throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
*/
@SinceKotlin("1.3")
public expect fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Fills this array or its subrange with the specified [element] value.
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
public expect fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit

/**
 * Returns the range of valid indices for the array.
 */
public val <T> Array<out T>.indices: IntRange
    get() = IntRange(0, lastIndex)

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

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

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

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

/**
 * Returns the range of valid indices for the array.
 */
public val FloatArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val DoubleArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val BooleanArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns the range of valid indices for the array.
 */
public val CharArray.indices: IntRange
    get() = IntRange(0, lastIndex)

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.isEmpty(): Boolean {
    return size == 0
}

/**
 * Returns `true` if the array is empty.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.isEmpty(): Boolean {
    return size == 0
}
empty.
*\n
@kotlin.internal.InlineOnly\npublic inline fun IntArray.isNotEmpty(): Boolean {
    return
    !isEmpty()
}

/**
 * Returns `true` if the array is not empty.
 */
@kotlin.internal.InlineOnly\npublic inline fun LongArray.isNotEmpty(): Boolean {
    return
    !isEmpty()
}

@kotlin.internal.InlineOnly\npublic inline fun DoubleArray.isNotEmpty(): Boolean {
    return
    !isEmpty()
}

@kotlin.internal.InlineOnly\npublic inline fun CharArray.isNotEmpty(): Boolean {
    return
    !isEmpty()
}

@kotlin.internal.InlineOnly\npublic val <T> Array<out T>.lastIndex: Int
    get() = size - 1

@kotlin.internal.InlineOnly\npublic val ByteArray.lastIndex: Int
    get() = size - 1

@kotlin.internal.InlineOnly\npublic val ShortArray.lastIndex: Int
    get() = size - 1

@kotlin.internal.InlineOnly\npublic val IntArray.lastIndex: Int
    get() = size - 1

@kotlin.internal.InlineOnly\npublic val LongArray.lastIndex: Int
    get() = size - 1

@kotlin.internal.InlineOnly\npublic val FloatArray.lastIndex: Int
    get() = size - 1

@kotlin.internal.InlineOnly\npublic val DoubleArray.lastIndex: Int
    get() = size - 1

@kotlin.internal.InlineOnly\npublic val BooleanArray.lastIndex: Int
    get() = size - 1

@kotlin.internal.InlineOnly\npublic val CharArray.lastIndex: Int
    get() = size - 1

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expect operator fun <T> Array<T>.plus(element: T): Array<T>

@Suppress("NO_ACTUAL_FOR_EXPECT")
public expected operator fun ByteArray.plus(element: Byte): ByteArray

@Suppress("NO_ACTUAL_FOR.Expect")
public op

transform) Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array. If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original array. samples.collections.Arrays.Transformations.associateArrayOfPrimitives */

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

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array. If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> DoubleArray.associate(transform: (Double) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array. If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> BooleanArray.associate(transform: (Boolean) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array. If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K, V> CharArray.associate(transform: (Char) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(capacity), transform)
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array. If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */
public inline fun <T, K> Array<out T>.associateBy(keySelector: (T) -> K): Map<K, T> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, T>(capacity), keySelector)
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array. If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K> ByteArray.associateBy(keySelector: (Byte) -> K): Map<K, Byte> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Byte>(capacity), keySelector)
}

/**
 * Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given array. If any of two pairs would have the same key the last one gets added to the map. The returned map preserves the entry iteration order of the original array.
 */
public inline fun <K> ShortArray.associateBy(keySelector: (Short) -> K): Map<K, Short> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Short>(capacity), keySelector)
}
order of the original array.

```kotlin
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
*/
public inline fun <K>
IntArray.associateBy(keySelector: (Int) -> K): Map<K, Int> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Int>(capacity),
        keySelector)
}

/**
 * Returns a Map containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element.
 * The returned map preserves the entry iteration order of the original array.
 */
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
*/
public inline fun <K>
LongArray.associateBy(keySelector: (Long) -> K): Map<K, Long> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Long>(capacity),
        keySelector)
}

/**
 * Returns a Map containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element.
 * The returned map preserves the entry iteration order of the original array.
 */
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
*/
public inline fun <K>
FloatArray.associateBy(keySelector: (Float) -> K): Map<K, Float> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Float>(capacity),
        keySelector)
}

/**
 * Returns a Map containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element.
 * The returned map preserves the entry iteration order of the original array.
 */
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
*/
public inline fun <K>
DoubleArray.associateBy(keySelector: (Double) -> K): Map<K, Double> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Double>(capacity),
        keySelector)
}

/**
 * Returns a Map containing the elements from the given array indexed by the key
 * returned from [keySelector] function applied to each element.
 * The returned map preserves the entry iteration order of the original array.
 */
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
*/
public inline fun <K>
BooleanArray.associateBy(keySelector: (Boolean) -> K): Map<K, Boolean> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, Boolean>(capacity),
        keySelector)
}

/**
 * Returns a Map containing the values provided by [valueTransform] and indexed by
 * [keySelector] functions applied to elements of the given array.
 * The returned map preserves the entry iteration order of the original array.
 */
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesBy
*/
public inline fun <T, K, V> Array<out T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V):
    Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity),
        keySelector, valueTransform)
}
```

* * @sample
have the same key returned by [keySelector] the last one gets added to the map.\n* \n* * The returned map preserves the entry iteration order of the original array.\n* \n* * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByValueTransform\n* /\npublic inline fun <K, V> ByteArray.associateBy(keySelector: (Byte) -> K, valueTransform: (Byte) -> V): Map<K, V> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n* /\n* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* \n* * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* * The returned map preserves the entry iteration order of the original array.\n* \n* * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByValueTransform\n* /\npublic inline fun <K, V> ShortArray.associateBy(keySelector: (Short) -> K, valueTransform: (Short) -> V): Map<K, V> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n* /\n* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* \n* * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* * The returned map preserves the entry iteration order of the original array.\n* \n* * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByValueTransform\n* /\npublic inline fun <K, V> IntArray.associateBy(keySelector: (Int) -> K, valueTransform: (Int) -> V): Map<K, V> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n* /\n* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* \n* * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* * The returned map preserves the entry iteration order of the original array.\n* \n* * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByValueTransform\n* /\npublic inline fun <K, V> LongArray.associateBy(keySelector: (Long) -> K, valueTransform: (Long) -> V): Map<K, V> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n* /\n* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* \n* * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* * The returned map preserves the entry iteration order of the original array.\n* \n* * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByValueTransform\n* /\npublic inline fun <K, V> FloatArray.associateBy(keySelector: (Float) -> K, valueTransform: (Float) -> V): Map<K, V> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n* /\n* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* \n* * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* * The returned map preserves the entry iteration order of the original array.\n* \n* * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByValueTransform\n* /\npublic inline fun <K, V> DoubleArray.associateBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, V> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n* /\n* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given array.\n* \n* * If any two elements would have the same key returned by [keySelector] the last one gets added to the map.\n* \n* * The returned map preserves the entry iteration order of the original array.\n* \n* * @sample samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByValueTransform\n* /\npublic inline fun <K, V> BooleanArray.associateBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, V> {\n    val capacity = mapCapacity(size).coerceAtLeast(16)\n    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)\n* /\n* Returns a [Map] containing the values provided by
[valueTransform] and indexed by [keySelector] functions applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map. The returned map preserves the entry iteration order of the original array.

samples.collections.Arrays.Transformations.associateArrayOfPrimitivesByWithValueTransform fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function applied to each element of the given array * and value is the element itself * If any two elements would have the same key returned by [keySelector] the last one gets added to the map *
 */
public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function applied to each element of the given array * and value is the element itself * If any two elements would have the same key returned by [keySelector] the last one gets added to the map *
 */
public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function applied to each element of the given array * and value is the element itself * If any two elements would have the same key returned by [keySelector] the last one gets added to the map *
 */
public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, * where key is provided by the [keySelector] function applied to each element of the given array * and value is the element itself * If any two elements would have the same key returned by [keySelector] the last one gets added to the map *
 */
public inline fun <K, V> CharArray.associateBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, V> {
    val capacity = mapCapacity(size).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(capacity), keySelector, valueTransform)
}
valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> FloatArray.associateByTo(destination: M, keySelector: (Float) -> K, valueTransform: (Float) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateByTo(destination: M, keySelector: (Double) -> K, valueTransform: (Double) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateByTo(destination: M, keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given array. If any two elements would have the same key returned by [keySelector] the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        destination.put(keySelector(element), valueTransform(element))
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <T, K, V, M : MutableMap<in K, in V>> Array<out T>.associateTo(destination: M, transform: (T) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ByteArray.associateTo(destination: M, transform: (Byte) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs, where key is provided by the [transform] function applied to each element of the given array. If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> ShortArray.associateTo(destination: M, transform: (Short) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
samples.collections.Arrays.Transformations.associateArrayOfPrimitivesTo

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

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

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

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> DoubleArray.associateTo(destination: M, transform: (Double) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> BooleanArray.associateTo(destination: M, transform: (Boolean) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

/**
 * Populates and returns the [destination] mutable map with key-value pairs
 * provided by [transform] function applied to each element of the given array.
 * If any of two pairs would have the same key the last one gets added to the map.
 */
public inline fun <K, V, M : MutableMap<in K, in V>> CharArray.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}

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

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

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

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

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

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

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

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

* Append all elements to
the given [destination] collection.

* Appendable fun <C : MutableCollection<in Char>>
CharArray.toCollection(destination: C): C {n for (item in this) {n destination.add(item)n }n return destination

* Returns a [HashSet] of all elements.

HashSet<T>: {n return toCollection(HashSet<T>(mapCapacity(size)))n }n

* Returns a [HashSet] of all elements.

* Appendable fun ByteArray.toHashSet(): HashSet<Byte>
{ n return toCollection(HashSet<Byte>(mapCapacity(size)))n }n

* Returns a [HashSet] of all elements.

* Appendable fun ShortArray.toHashSet(): HashSet<Short>
{ n return toCollection(HashSet<Short>(mapCapacity(size)))n }n

* Returns a [HashSet] of all elements.

* Appendable fun IntArray.toHashSet(): HashSet<Int>
{ n return toCollection(HashSet<Int>(mapCapacity(size)))n }n

* Returns a [HashSet] of all elements.

* Appendable fun LongArray.toHashSet(): HashSet<Long>
{ n return toCollection(HashSet<Long>(mapCapacity(size)))n }n

* Returns a [HashSet] of all elements.

* Appendable fun FloatArray.toHashSet(): HashSet<Float>
{ n return toCollection(HashSet<Float>(mapCapacity(size)))n }n

* Returns a [HashSet] of all elements.

* Appendable fun CharArray.toHashSet(): HashSet<Char>
{ n return toCollection(HashSet<Char>(mapCapacity(size)))n }n

* Returns a [HashSet] of all elements.

* Appendable fun <T Array<out T>toList(): List<T>
{ n return when (size) {n 0 -> emptyList()n 1 ->
listOf(this[0])n else -> this.toMutableList()n }n

* Returns a [List] containing all elements.

* Appendable fun ByteArray.toList(): List<Byte>
{ n return when (size) {n 0 -> emptyList()n 1 ->
listOf(this[0])n else -> this.toMutableList()n }n

* Returns a [List] containing all elements.

* Appendable fun ShortArray.toList(): List<Short>
{ n return when (size) {n 0 -> emptyList()n 1 ->
listOf(this[0])n else -> this.toMutableList()n }n

* Returns a [List] containing all elements.

* Appendable fun IntArray.toList(): List<Int>
{ n return when (size) {n 0 -> emptyList()n 1 ->
listOf(this[0])n else -> this.toMutableList()n }n

* Returns a [List] containing all elements.

* Appendable fun LongArray.toList(): List<Long>
{ n return when (size) {n 0 -> emptyList()n 1 ->
listOf(this[0])n else -> this.toMutableList()n }n

* Returns a [List] containing all elements.

* Appendable fun FloatArray.toList(): List<Float>
{ n return when (size) {n 0 -> emptyList()n 1 ->
listOf(this[0])n else -> this.toMutableList()n }n

* Returns a [List] containing all elements.

* Appendable fun BooleanArray.toList(): List<Boolean>
{ n return when (size) {n 0 -> emptyList()n 1 ->
listOf(this[0])n else -> this.toMutableList()n }n

* Returns a [List] containing all elements.

* Appendable fun CharArray.toList(): List<Char>
{ n return when (size) {n 0 -> emptyList()n 1 ->
listOf(this[0])n else -> this.toMutableList()n }n

* Returns a [List] containing all elements.

}n

* Returns a [MutableList] filled with all elements of this array.

* Appendable fun <T Array<out T>toMutableList(): MutableList<T>
{ n return ArrayList(list.asCollection())n }n

* Returns a [MutableList] filled with all elements of this array.

* Appendable fun ByteArray.toMutableList(): MutableList<Byte>
{ n val list = ArrayList<Byte>(size)n for (item in this) list.add(item)n return listn }n

* Returns a [MutableList] filled with all elements of this array.

* Appendable fun ShortArray.toMutableList(): MutableList<Short>
{ n val list = ArrayList<Short>(size)n for (item in this) list.add(item)n return listn }n

* Returns a [MutableList] filled with all elements of this array.

* Appendable fun IntArray.toMutableList(): MutableList<Int>
{ n val list = ArrayList<Int>(size)n for (item in this) list.add(item)n return listn }n

* Returns a [MutableList] filled with all elements of this array.

* Appendable fun LongArray.toMutableList(): MutableList<Long>
{ n val list = ArrayList<Long>(size)n for (item in this) list.add(item)n return listn }n

* Returns a [MutableList] filled with all elements of this array.

}n

* Appendable fun
fun FloatArray.toMutableList(): MutableList<Float> {
    val list = ArrayList<Float>(size)
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun DoubleArray.toMutableList(): MutableList<Double> {
    val list = ArrayList<Double>(size)
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun BooleanArray.toMutableList(): MutableList<Boolean> {
    val list = ArrayList<Boolean>(size)
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [MutableList] filled with all elements of this array.
 */
public fun CharArray.toMutableList(): MutableList<Char> {
    val list = ArrayList<Char>(size)
    for (item in this)
        list.add(item)
    return list
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun ByteArray.toSet(): Set<Byte> {
    return when (size)
        { 0 -> emptySet() } 1 -> setOf(this[0]) else ->
    toCollection(LinkedHashSet<T>(mapCapacity(size)))
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun ShortArray.toSet(): Set<Short> {
    return when (size)
        { 0 -> emptySet() } 1 -> setOf(this[0]) else ->
    toCollection(LinkedHashSet<T>(mapCapacity(size)))
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun IntArray.toSet(): Set<Int> {
    return when (size)
        { 0 -> emptySet() } 1 -> setOf(this[0]) else ->
    toCollection(LinkedHashSet<T>(mapCapacity(size)))
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun LongArray.toSet(): Set<Long> {
    return when (size)
        { 0 -> emptySet() } 1 -> setOf(this[0]) else ->
    toCollection(LinkedHashSet<T>(mapCapacity(size)))
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun FloatArray.toSet(): Set<Float> {
    return when (size)
        { 0 -> emptySet() } 1 -> setOf(this[0]) else ->
    toCollection(LinkedHashSet<T>(mapCapacity(size)))
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun DoubleArray.toSet(): Set<Double> {
    return when (size)
        { 0 -> emptySet() } 1 -> setOf(this[0]) else ->
    toCollection(LinkedHashSet<T>(mapCapacity(size)))
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun BooleanArray.toSet(): Set<Boolean> {
    return when (size)
        { 0 -> emptySet() } 1 -> setOf(this[0]) else ->
    toCollection(LinkedHashSet<T>(mapCapacity(size)))
}

/**
 * Returns a [Set] of all elements.
 * The returned set preserves the element iteration order of the original array.
 */
public fun CharArray.toSet(): Set<Char> {
    return when (size)
        { 0 -> emptySet() } 1 -> setOf(this[0]) else ->
    toCollection(LinkedHashSet<T>(mapCapacity(size)))
}

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

fun ByteArray.flatMap(transform: (Byte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun ShortArray.flatMap(transform: (Short) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun IntArray.flatMap(transform: (Int) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

fun CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
transform)\n|\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n\n * @sample
samples.collections.Collections.Transformations.flatMap\n\n*\n\npublic inline fun <R> LongArray.flatMap(transform: (Long) -> Iterable<R>): List<R> {\n\n    return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n\n * @sample
samples.collections.Collections.Transformations.flatMap\n\n*\n\npublic inline fun <R> FloatArray.flatMap(transform: (Float) -> Iterable<R>): List<R> {\n\n    return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n\n * @sample
samples.collections.Collections.Transformations.flatMap\n\n*\n\npublic inline fun <R> DoubleArray.flatMap(transform: (Double) -> Iterable<R>): List<R> {\n\n    return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n\n * @sample
samples.collections.Collections.Transformations.flatMap\n\n*\n\npublic inline fun <R> BooleanArray.flatMap(transform: (Boolean) -> Iterable<R>): List<R> {\n\n    return flatMapTo(ArrayList<R>(), transform)\n}\n\n/**\n * Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.\n\n * @sample
samples.collections.Collections.Transformations.flatMap\n\n*\n\npublic inline fun <R> CharArray.flatMap(transform: (Char) -> Iterable<R>): List<R> {\n\n    return flatMapTo(ArrayList<R>(), transform)\n}
/**
 * Appends all elements yielded from results of [transform] function being
 * invoked on each element of original array, to the given [destination].
 * @param R the type of the elements of the source array
 * @param C the type of the elements of the destination array
 * @return the destination
 */
public inline fun <R, C : MutableCollection<R>> CharArray.flatMapTo(destination: C, transform: (Char) -> Iterable<R>): C {
    for (element in this)
        destination.add(transform(element))
    return destination
}

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

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

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

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

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

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

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

/**
 * Groups elements of the original array by the key returned by the given [keySelector] function
 * applied to each element and returns a map where each group key is associated with a list of
 * corresponding elements.
 * The returned map preserves the entry iteration order of the keys produced from the original
 * array.
 * @param R the type of the elements of the source array
 * @param K the type of the keys of the resulting map
 * @param C the type of the elements of the destination array
 * @param K the type of the keys of the resulting map
 * @return the resulting map
 */
fun BooleanArraygroupBy(keySelector: (Boolean) -> K): Map<K, List<Boolean>> {
    return groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)
}
groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)/* Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and returns a map where each group key is associated with a list of corresponding elements.

* The returned map preserves the entry iteration order of the keys produced from the original array.*/

Arrays.sortByTo(LinkedHashMap<String, MutableList<String>>(), keySelector)/* Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and returns a map where each group key is associated with a list of corresponding elements.

* The returned map preserves the entry iteration order of the keys produced from the original array.*/

samples.collections.Collections.Transformations.groupByTo(LinkedHashMap<K, MutableList<Boolean>>(), keySelector)// return groups

tupleElements(LinkedHashMap<K, MutableList<V>>(), keySelector)/* Groups elements of the original array by the key returned by the given [keySelector] function * applied to each element and returns a map where each group key is associated with a list of corresponding elements.

* The returned map preserves the entry iteration order of the keys produced from the original array.*/

samples.collections.Collections.Transformations.groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, fun(V) // return groups
returned by the \[\text{valueTransform}\] function applied to each element of the original array\n* by the key returned by
the given \[\text{keySelector}\] function applied to the element\n* and returns a map where each group key is associated
with a list of corresponding values.\n* \* \* The returned map preserves the entry iteration order of the keys
produced from the original array.\n* \* \* \* \@sample
samples.collections.Collections.Transformations.groupByKeysAndValues\n*/

public inline fun <K, V>
DoubleArray.groupBy(keySelector: (Double) -> K, valueTransform: (Double) -> V): Map<K, List<V>> {
  return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n* Groups values returned by the \[\text{valueTransform}\] function applied to each element of the original array\n* by the key returned by the given \[\text{keySelector}\] function applied to the element\n* and returns a map where each group key is associated
with a list of corresponding values.\n* \* \* \* \@sample
samples.collections.Collections.Transformations.groupByKeysAndValues
*/

public inline fun <K, V>
BooleanArray.groupBy(keySelector: (Boolean) -> K, valueTransform: (Boolean) -> V): Map<K, List<V>> {
  return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n* Groups elements of the original array by the key returned by the given \[\text{keySelector}\] function\n* applied to each element and puts to the \[destination\] map each group key associated with a list of corresponding elements.\n* \* \* \* \@return The \[destination\] map.\n* \* \* \* \@sample
samples.collections.Collections.Transformations.groupByKeysAndValues
*/

public inline fun <K, V>
CharArray.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> {
  return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)\n* Groups elements of the original array by the key returned by the given \[\text{keySelector}\] function\n* applied to each element and puts to the \[destination\] map each group key associated with a list of corresponding elements.\n* \* \* \* \@return The \[destination\] map.\n* \* \* \* \@sample
samples.collections.Collections.Transformations.groupByKeysAndValues
*/

public inline fun <T, K, M : MutableMap<in K, MutableList<T>>> Array<out T>.groupByTo(destination: M, keySelector: (T) -> K): M {
  for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key) { ArrayList<T>() }
    list.add(element)
  }
  return destination
}

public inline fun <K, M : MutableMap<in K, MutableList<Byte>>> ByteArray.groupByTo(destination: M, keySelector: (Byte) -> K): M {
  for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key) { ArrayList<Byte>() }
    list.add(element)
  }
  return destination
}

public inline fun <K, M : MutableMap<in K, MutableList<Short>>> ShortArray.groupByTo(destination: M, keySelector: (Short) -> K): M {
  for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key) { ArrayList<Short>() }
    list.add(element)
  }
  return destination
}

public inline fun <K, M : MutableMap<in K, MutableList<Int>>> IntArray.groupByTo(destination: M, keySelector: (Int) -> K): M {
  for (element in this) {
    val key = keySelector(element)
    val list = destination.getOrPut(key) { ArrayList<Int>() }
    list.add(element)
  }
  return destination
}
public inline fun <K, M : MutableMap<in K, MutableList<Long>>> LongArray.groupByTo(destination: M,
keySelector: (Long) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<Long>() }\n        list.add(element)\n    }\n    return destination\n}

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

public inline fun <K, M : MutableMap<in K, MutableList<Float>>> FloatArray.groupByTo(destination: M,
keySelector: (Float) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<Float>() }\n        list.add(element)\n    }\n    return destination\n}

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

public inline fun <K, M : MutableMap<in K, MutableList<Double>>> DoubleArray.groupByTo(destination: M,
keySelector: (Double) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<Double>() }\n        list.add(element)\n    }\n    return destination\n}

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

public inline fun <K, M : MutableMap<in K, MutableList<Boolean>>> BooleanArray.groupByTo(destination: M,
keySelector: (Boolean) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<Boolean>() }\n        list.add(element)\n    }\n    return destination\n}

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

public inline fun <T, K, V, M : MutableMap<in K, MutableList<V>>> Array<out T>.groupByTo(destination: M,
keySelector: (T) -> K, valueTransform: (T) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}

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

public inline fun <K, V, M : MutableMap<in K, MutableList<V>>> ByteArray.groupByTo(destination: M,
keySelector: (Byte) -> K, valueTransform: (Byte) -> V): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { ArrayList<V>() }\n        list.add(valueTransform(element))\n    }\n    return destination\n}

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

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

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

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

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

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

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

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

/**
 * Creates a [Grouping] source from an array to be used later with one of group-and-fold
 * operations using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Grouping.groupingByEachCount
 */
@SinceKotlin("1.1")
public inline fun <T, K> Array<out T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
to the element.

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

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R> FloatArray.mapIndexed(transform: (index: Int, Float) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R> DoubleArray.mapIndexed(transform: (index: Int, Double) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R> BooleanArray.mapIndexed(transform: (index: Int, Boolean) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(size), transform)
}
```

```kotlin
/**
 * Returns a list containing only the non-null results of applying the given [transform] function
 * to each element and its index in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R : Any> Array<out T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}
```

```kotlin
/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R : Any, C : MutableCollection<in R>> Array<out T>.mapIndexedNotNullTo(destination: C, transform: (index: Int, T) -> R?): C {
    forEachIndexed { index, element -> transform(index, element)?.let { destination.add(it) } }
    return destination
}
```

```kotlin
/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<in R>> ByteArray.mapIndexedTo(destination: C, transform: (index: Int, Byte) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<in R>> ShortArray.mapIndexedTo(destination: C, transform: (index: Int, Short) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

```kotlin
/**
 * Applies the given [transform] function to each element and its index in the original array
 * and appends the results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <R, C : MutableCollection<in R>> IntArray.mapIndexedTo(destination: C, transform: (index: Int, Int) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```
this)\n  destination.add(transform(index++, item))\n  return destination
\}  * Applies the given [transform] function to each element and its index in the original array\n  * and appends the results to the given [destination].\n\}  * @param [transform] function that takes the index of an element and the element itself\n  * and returns the result of the transform applied to the element.\n\}  *\n  public inline fun <R, C : MutableCollection<in R>>
  LongArray.mapIndexedTo(destination: C, transform: (index: Int, Long) -> R): C {\n    var index = 0n  for (item in this)\n      destination.add(transform(index++, item))\n      return destination
\}  * Applies the given [transform] function to each element and its index in the original array\n  * and appends the results to the given [destination].\n\}  * @param [transform] function that takes the index of an element and the element itself\n  * and returns the result of the transform applied to the element.\n\}  *\n  public inline fun <R, C : MutableCollection<in R>>
  FloatArray.mapIndexedTo(destination: C, transform: (index: Int, Float) -> R): C {
    var index = 0n  for (item in this)\n      destination.add(transform(index++, item))\n      return destination
\}  * Applies the given [transform] function to each element and its index in the original array\n  * and appends the results to the given [destination].\n\}  * @param [transform] function that takes the index of an element and the element itself\n  * and returns the result of the transform applied to the element.\n\}  *\n  public inline fun <R, C : MutableCollection<in R>>
  DoubleArray.mapIndexedTo(destination: C, transform: (index: Int, Double) -> R): C {
    var index = 0n  for (item in this)\n      destination.add(transform(index++, item))\n      return destination
\}  * Applies the given [transform] function to each element and its index in the original array\n  * and appends the results to the given [destination].\n\}  * @param [transform] function that takes the index of an element and the element itself\n  * and returns the result of the transform applied to the element.\n\}  *\n  public inline fun <R, C : MutableCollection<in R>>
  BooleanArray.mapIndexedTo(destination: C, transform: (index: Int, Boolean) -> R): C {
    var index = 0n  for (item in this)\n      destination.add(transform(index++, item))\n      return destination
\}  * Applies the given [transform] function to each element and its index in the original array\n  * and appends the results to the given [destination].\n\}  *\n  public inline fun <R, C : MutableCollection<in R>>
  CharArray.mapIndexedTo(destination: C, transform: (index: Int, Char) -> R): C {
    var index = 0n  for (item in this)\n      destination.add(transform(index++, item))\n      return destination
\}  *\n  public inline fun <T, R : Any> Array<out T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
\}  *\n  public inline fun <T, R : Any, C : MutableCollection<in R>>
  Array<out T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    forEach { element -> transform(element)?.let { destination.add(it) } }
    return destination
\}  *\n  ByteArray.mapTo(destination: C, transform: (Byte) -> R): C {\n    for (item in this)\n      destination.add(transform(item))\n      return destination
\}  *\n  ShortArray.mapTo(destination: C, transform: (Short) -> R): C {\n    for (item in this)\n      destination.add(transform(item))\n      return destination
\}  *\n  IntArray.mapTo(destination: C, transform: (Int) -> R): C {\n    for (item in this)\n      destination.add(transform(item))\n      return destination
\}  *\n  LongArray.mapTo(destination: C, transform: (Long) -> R): C {\n    for (item in this)\n      destination.add(transform(item))\n      return destination
\}

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each element of the original array\n * and appends the results to the given [destination].\n */

public inline fun <R, C : MutableCollection<in R>> FloatArray.mapTo(destination: C, transform: (Float) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given \[transform\] function to each element of the original array\n * and appends the results to the given [destination].\n */
public inline fun <R, C : MutableCollection<in R>> DoubleArray.mapTo(destination: C, transform: (Double) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given \[transform\] function to each element of the original array\n * and appends the results to the given [destination].\n */
public inline fun <R, C : MutableCollection<in R>> BooleanArray.mapTo(destination: C, transform: (Boolean) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given \[transform\] function to each element of the original array\n * and appends the results to the given [destination].\n */
public inline fun <R, C : MutableCollection<in R>> CharArray.mapTo(destination: C, transform: (Char) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */

public fun <T> Array<out T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */

public fun ByteArray.withIndex(): Iterable<IndexedValue<Byte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */

public fun ShortArray.withIndex(): Iterable<IndexedValue<Short>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */

public fun IntArray.withIndex(): Iterable<IndexedValue<Int>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */

public fun LongArray.withIndex(): Iterable<IndexedValue<Long>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */

public fun FloatArray.withIndex(): Iterable<IndexedValue<Float>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */

public fun DoubleArray.withIndex(): Iterable<IndexedValue<Double>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */

public fun BooleanArray.withIndex(): Iterable<IndexedValue<Boolean>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array\n * into an [IndexedValue] containing the index of that element and the element itself.\n */

public fun CharArray.withIndex(): Iterable<IndexedValue<Char>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given array.\n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */

public fun <T> Array<out T>.distinct(): List<T> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.\n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */

public fun ByteArray.distinct(): List<Byte> {
    return this.toMutableSet().toList()
}

/**
 * Returns a list containing only distinct elements from the given array.\n * @sample samples.collections.Collections.Transformations.distinctAndDistinctBy\n */

public fun ShortArray.distinct(): List<Short> {
    return this.toMutableSet().toList()
}
array.
@sample samples.collections.Collections.Transformations.distinctAndDistinctBy

*\npublic fun IntArray.distinct(): List<Int> {\n  return this.toMutableSet().toList()\n}

*\npublic fun LongArray.distinct(): List<Long> {\n  return this.toMutableSet().toList()\n}

*\npublic fun DoubleArray.distinct(): List<Double> {\n  return this.toMutableSet().toList()\n}

*\npublic fun BooleanArray.distinct(): List<Boolean> {\n  return this.toMutableSet().toList()\n}

*\npublic fun CharArray.distinct(): List<Char> {\n  return this.toMutableSet().toList()\n}

*\npublic fun Array<out T>.distinctBy(selector: (T) -> K): List<T> {\n  val set = HashSet<K>()\n  val list = ArrayList<T>()\n  for (e in this) {\n    val key = selector(e)\n    if (set.add(key))\n      list.add(e)\n  }\n  return list\n}

*\npublic fun <K> ByteArray.distinctBy(selector: (Byte) -> K): List<Byte> {\n  val set = HashSet<K>()\n  val list = ArrayList<Byte>()\n  for (e in this) {\n    val key = selector(e)\n    if (set.add(key))\n      list.add(e)\n  }\n  return list\n}

*\npublic fun <K> ShortArray.distinctBy(selector: (Short) -> K): List<Short> {\n  val set = HashSet<K>()\n  val list = ArrayList<Short>()\n  for (e in this) {\n    val key = selector(e)\n    if (set.add(key))\n      list.add(e)\n  }\n  return list\n}

*\npublic fun <K> IntArray.distinctBy(selector: (Int) -> K): List<Int> {\n  val set = HashSet<K>()\n  val list = ArrayList<Int>()\n  for (e in this) {\n    val key = selector(e)\n    if (set.add(key))\n      list.add(e)\n  }\n  return list\n}

*\npublic fun <K> Array<T>.distinctBy(selector: (T) -> K): List<T> {\n  val set = HashSet<K>()\n  val list = ArrayList<T>()\n  for (e in this) {\n    val key = selector(e)\n    if (set.add(key))\n      list.add(e)\n  }\n  return list\n}
samples.collections.Collections.Transformations.distinctAndDistinctBy

 weren't in the source array.

 * @sample

 samples.collections.Collections.Transformations.distinctAndDistinctBy

 */

 public inline fun <K>
 FloatArray.distinctBy(selector: (Float) -> K): List<Float>

 {
     val set = HashSet<K>()
     val list = ArrayList<Float>()
     for (e in this) {
         val key = selector(e)
         if (set.add(key))
             list.add(e)
     }

     return list
 }

 /**
 * Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */

 public inline fun <K>
 DoubleArray.distinctBy(selector: (Double) -> K): List<Double>

 {
     val set = HashSet<K>()
     val list = ArrayList<Double>()
     for (e in this) {
         val key = selector(e)
         if (set.add(key))
             list.add(e)
     }

     return list
 }

 /**
 * Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */

 public inline fun <K>
 BooleanArray.distinctBy(selector: (Boolean) -> K): List<Boolean>

 {
     val set = HashSet<K>()
     val list = ArrayList<Boolean>()
     for (e in this) {
         val key = selector(e)
         if (set.add(key))
             list.add(e)
     }

     return list
 }

 /**
 * Returns a list containing only elements from the given array having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source array.
 */

 public inline fun <K>
 CharArray.distinctBy(selector: (Char) -> K): List<Char>

 {
     val set = HashSet<K>()
     val list = ArrayList<Char>()
     for (e in this) {
         val key = selector(e)
         if (set.add(key))
             list.add(e)
     }

     return list
 }

 /**
 * Returns a set containing all elements that are contained by both this array and the specified collection.
 * The returned set preserves the element iteration order of the original array.
 * To get a set containing all elements that are contained at least in one of these collections use [union].
 */

 public infix fun <T>
 Array<T>.intersect(other: Iterable<T>): Set<T>

 {
     val set = this.toMutableSet()
     set.retainAll(other)

     return set
 }

 /**
 * Returns a set containing all elements that are contained by both this array and the specified collection.
 * The returned set preserves the element iteration order of the original array.
 * To get a set containing all elements that are contained at least in one of these collections use [union].
 */

 public infix fun

.ByteArray.intersect(other: Iterable<Byte>): Set<Byte>

 {
     val set = this.toMutableSet()
     set.retainAll(other)

     return set
 }

 /**
 * Returns a set containing all elements that are contained by both this array and the specified collection.
 * The returned set preserves the element iteration order of the original array.
 * To get a set containing all elements that are contained at least in one of these collections use [union].
 */

 public infix fun

.ShortArray.intersect(other: Iterable<Short>): Set<Short>

 {
     val set = this.toMutableSet()
     set.retainAll(other)

     return set
 }

 /**
 * Returns a set containing all elements that are

.FloatArray.intersect(other: Iterable<Float>): Set<Float>

 {
     val set = this.toMutableSet()
     set.retainAll(other)

     return set
 }

 /**
 * Returns a set containing all elements that are

.IntArray.intersect(other: Iterable<Int>): Set<Int>

 {
     val set = this.toMutableSet()
     set.retainAll(other)

     return set
 }

 /**
 * Returns a set containing all elements that are

.LongArray.intersect(other: Iterable<Long>): Set<Long>

 {
     val set = this.toMutableSet()
     set.retainAll(other)

     return set
 }

 /**
 * Returns a set containing all elements that are

.FloatArray.intersect(other: Iterable<Float>): Set<Float>

 {
     val set = this.toMutableSet()
     set.retainAll(other)

     return set
 }

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order of the original array.

* Returns a set containing all distinct elements from the given array.

* Returns a mutable set containing all distinct elements from the given array.

* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* Returns a set containing all elements that are contained by this array and not contained by the specified collection.

* Returns a set containing all elements that are contained by this array and not contained by the specified collection.
Set<Float> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the
 * end in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun FloatArray.union(other: Iterable<Float>): Set<Float> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the
 * end in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun LongArray.union(other: Iterable<Long>): Set<Long> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the
 * end in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun ByteArray.union(other: Iterable<Byte>): Set<Byte> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the
 * end in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun IntArray.union(other: Iterable<Int>): Set<Int> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the
 * end in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun ShortArray.union(other: Iterable<Short>): Set<Short> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the
 * end in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun CharArray.union(other: Iterable<Character>): Set<Character> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the
 * end in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * Those elements of the [other] collection that are unique are iterated in the
 * end in the order of the [other] collection. * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}
containing all distinct elements from both collections.
The returned set preserves the element iteration order of the original array. Those elements of the [other] collection that are unique are iterated in the order of the [other] collection. To get a set containing all elements that are contained in both collections use [intersect].

*/
public infix fun DoubleArray.union(other: Iterable<Double>): Set<Double> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * The returned set preserves the element iteration order of the original array. Those elements of the [other] collection that are unique are iterated in the order of the [other] collection. To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun BooleanArray.union(other: Iterable<Boolean>): Set<Boolean> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns a set containing all distinct elements from both collections.
 * The returned set preserves the element iteration order of the original array. Those elements of the [other] collection that are unique are iterated in the order of the [other] collection. To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun CharArray.union(other: Iterable<Char>): Set<Char> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Array<out T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ByteArray.all(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun ShortArray.all(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun IntArray.all(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun LongArray.all(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun FloatArray.all(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun DoubleArray.all(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun BooleanArray.all(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun CharArray.all(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun <T> Array<out T>.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun ByteArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun ShortArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun IntArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun LongArray.any(): Boolean {
    return

    ```
    Open Source Used In DCNM 12 12.0(2) 10338
    ```
Returns `true` if array has at least one element.

```kotlin
public fun FloatArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun DoubleArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun BooleanArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample
 * samples.collections.Collections.Aggregates.any
 */
public fun CharArray.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> Array<out T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ByteArray.any(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun ShortArray.any(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun IntArray.any(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun LongArray.any(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun FloatArray.any(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun DoubleArray.any(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun BooleanArray.any(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * 
 * @sample
 * samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun CharArray.any(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.count(): Int {
    return size
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun <T> Array<out T>.anyWithPredicate(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ByteArray.anyWithPredicate(predicate: (Byte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ShortArray.anyWithPredicate(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun IntArray.anyWithPredicate(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun LongArray.anyWithPredicate(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun FloatArray.anyWithPredicate(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun DoubleArray.anyWithPredicate(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun BooleanArray.anyWithPredicate(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun CharArray.anyWithPredicate(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Array<out T>.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ByteArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun ShortArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun IntArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun LongArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun FloatArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun DoubleArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun BooleanArray.count(): Int {
    return size
}

/**
 * Returns the number of elements in this array.
 */
@kotlin.internal.InlineOnly
public inline fun CharArray.count(): Int {
    return size
}
<T> Array<T>.count(predicate: (T) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ByteArray.count(predicate: (Byte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun ShortArray.count(predicate: (Short) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun IntArray.count(predicate: (Int) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun LongArray.count(predicate: (Long) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun FloatArray.count(predicate: (Float) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun DoubleArray.count(predicate: (Double) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun BooleanArray.count(predicate: (Boolean) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given [predicate].
 */
public inline fun CharArray.count(predicate: (Char) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <T, R> Array<out T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> ByteArray.fold(initial: R, operation: (acc: R, Byte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> ShortArray.fold(initial: R, operation: (acc: R, Short) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> IntArray.fold(initial: R, operation: (acc: R, Int) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> LongArray.fold(initial: R, operation: (acc: R, Long) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> FloatArray.fold(initial: R, operation: (acc: R, Float) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> DoubleArray.fold(initial: R, operation: (acc: R, Double) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> BooleanArray.fold(initial: R, operation: (acc: R, Boolean) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] and applying [operation] from left to right to current accumulator value and each element.
 */
public inline fun <R> CharArray.fold(initial: R, operation: (acc: R, Char) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
in this) accumulator = operation(accumulator, element)\n  return accumulator\n}/* * Accumulates value starting with [initial] value and applying [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n */\npublic inline fun <T, R> ArrayList(initial: R, operation: (Int, acc: R, T) -> R): R {\n  var index = 0\n  var accumulator = initial\n  for (element in this) accumulator = operation(index++, accumulator, element)\n  return accumulator\n}/* * Accumulates value starting with [initial] value and applying [operation] from left to right\n */\npublic inline fun <R> Byte[] foldIndexed(initial: R, operation: (Int, acc: R, Byte) -> R): R {\n  var index = 0\n  var accumulator = initial\n  for (element in this) accumulator = operation(index++, accumulator, element)\n  return accumulator\n}/* * Accumulates value starting with [initial] value and applying [operation] from left to right\n */\npublic inline fun <R> Short[] foldIndexed(initial: R, operation: (Int, acc: R, Short) -> R): R {\n  var index = 0\n  var accumulator = initial\n  for (element in this) accumulator = operation(index++, accumulator, element)\n  return accumulator\n}/* * Accumulates value starting with [initial] value and applying [operation] from left to right\n */\npublic inline fun <R> Int[] foldIndexed(initial: R, operation: (Int, acc: R, Int) -> R): R {\n  var index = 0\n  var accumulator = initial\n  for (element in this) accumulator = operation(index++, accumulator, element)\n  return accumulator\n}/* * Accumulates value starting with [initial] value and applying [operation] from left to right\n */\npublic inline fun <R> Long[] foldIndexed(initial: R, operation: (Int, acc: R, Long) -> R): R {\n  var index = 0\n  var accumulator = initial\n  for (element in this) accumulator = operation(index++, accumulator, element)\n  return accumulator\n}/* * Accumulates value starting with [initial] value and applying [operation] from left to right\n */\npublic inline fun <R> Float[] foldIndexed(initial: R, operation: (Int, acc: R, Float) -> R): R {\n  var index = 0\n  var accumulator = initial\n  for (element in this) accumulator = operation(index++, accumulator, element)\n  return accumulator\n}/* * Accumulates value starting with [initial] value and applying [operation] from left to right\n */\npublic inline fun <R> Double[] foldIndexed(initial: R, operation: (Int, acc: R, Double) -> R): R {\n  var index = 0\n  var accumulator = initial\n  for (element in this) accumulator = operation(index++, accumulator, element)\n  return accumulator\n}/* * Accumulates value starting with [initial] value and applying [operation] from left to right\n */\npublic inline fun <R> Boolean[] foldIndexed(initial: R, operation: (Int, acc: R, Boolean) -> R): R {\n  var index = 0\n  var accumulator = initial\n  for (element in this) accumulator = operation(index++, accumulator, element)\n  return accumulator\n}
CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R

var index = lastIndex
var accumulator = initial
while (index >= 0) {
    var get = get(index)
    var operation = operation(index--)
    var accumulator = operation(get, accumulator)
    return accumulator
}

returnaccumulator

* Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

CharArray.foldRight(initial: R, operation: <T, R> Array<out T>.foldRight(initial: R, operation: (T, acc: R) -> R): R

var index = lastIndex
var accumulator = initial
while (index >= 0) {
    var get = get(index--)
    var accumulator = operation(get, accumulator)
    return accumulator
}

returnaccumulator

* Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R

var index = lastIndex
var accumulator = initial
while (index >= 0) {
    var operation = operation(index--)
    var get = get(index)
    var accumulator = operation(get, accumulator)
    return accumulator
}

returnaccumulator

* Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R

var index = lastIndex
var accumulator = initial
while (index >= 0) {
    var get = get(index--)
    var accumulator = operation(get, accumulator)
    return accumulator
}

returnaccumulator

* Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R

var index = lastIndex
var accumulator = initial
while (index >= 0) {
    var get = get(index--)
    var accumulator = operation(get, accumulator)
    return accumulator
}

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    var get = get(index--)
    var accumulator = operation(get, accumulator)
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CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R

var index = lastIndex
var accumulator = initial
while (index >= 0) {
    var get = get(index--)
    var accumulator = operation(get, accumulator)
    return accumulator
}

returnaccumulator

* Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R

var index = lastIndex
var accumulator = initial
while (index >= 0) {
    var get = get(index--)
    var accumulator = operation(get, accumulator)
    return accumulator
}

returnaccumulator

* Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.

CharArray.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R

var index = lastIndex
var accumulator = initial
while (index >= 0) {
    var get = get(index--)
    var accumulator = operation(get, accumulator)
    return accumulator
}

returnaccumulator

* Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
current accumulator value.

* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.
*/
public inline fun <R> ShortArray.foldRightIndexed(initial: R, operation: (index: Int, Short, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.
*/
public inline fun <R> IntArray.foldRightIndexed(initial: R, operation: (index: Int, Int, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.
*/
public inline fun <R> LongArray.foldRightIndexed(initial: R, operation: (index: Int, Long, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.
*/
public inline fun <R> FloatArray.foldRightIndexed(initial: R, operation: (index: Int, Float, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.
*/
public inline fun <R> DoubleArray.foldRightIndexed(initial: R, operation: (index: Int, Double, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.
*/
public inline fun <R> BooleanArray.foldRightIndexed(initial: R, operation: (index: Int, Boolean, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left
* to each element with its index in the original array and current accumulator value.
* @param [operation] function that takes the index of an element, the element itself
* and current accumulator value, and calculates the next accumulator value.
*/
public inline fun <R> CharArray.foldRightIndexed(initial: R, operation: (index: Int, Char, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
public inline fun <T> Array<out T>.forEach(action: (T) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun ByteArray.forEach(action: (Byte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun ShortArray.forEach(action: (Short) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun IntArray.forEach(action: (Int) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun LongArray.forEach(action: (Long) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun FloatArray.forEach(action: (Float) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun DoubleArray.forEach(action: (Double) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun BooleanArray.forEach(action: (Boolean) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun CharArray.forEach(action: (Char) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun ByteArray.forEach(action: (Byte) -> Unit): Unit {
    for (element in this) action(element)
}

*/
Open Source Used In DCNM 12.12.0(2) 10343
fun FloatArray.forEachIndexed(action: (Int, Float) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun BooleanArray.forEachIndexed(action: (Int, Boolean) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun DoubleArray.forEachIndexed(action: (Int, Double) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun ByteArray.forEachIndexed(action: (Int, Byte) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
public inline fun <T> Array<out T>.forEachIndexed(action: (Int, T) -> Unit): Unit {
    var index = 0
    for (item in this) action(index++, item)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun CharArray.forEach(action: (Char) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun IntArray.forEach(action: (Int) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun ShortArray.forEach(action: (Short) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun LongArray.forEach(action: (Long) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun ByteArray.forEach(action: (Byte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun ByteArray.forEach(action: (ByteArray) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun BooleanArray.forEach(action: (ByteArray) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline fun DoubleArray.forEach(action: (ByteArray) -> Unit): Unit {
    for (element in this) action(element)
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    for (element in this) action(element)
}

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 * Performs the given [action] on each element.
 */
public inline fun BooleanArray.forEach(action: (ByteArray) -> Unit): Unit {
    for (element in this) action(element)
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public inline fun BooleanArray.forEach(action: (ByteArray) -> Unit): Unit {
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public inline fun ByteArray.forEach(action: (ByteArray) -> Unit): Unit {
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 */
public inline fun BooleanArray.forEach(action: (ByteArray) -> Unit): Unit {
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 */
public inline fun BooleanArray.forEach(action: (ByteArray) -> Unit): Unit {
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}

/**
 * Performs the given [action] on each element.
 */
public inline fun DoubleArray.forEach(action: (ByteArray) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
public inline func **
ByteArray.max(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        var e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ByteArray.max(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        var e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun IntArray.max(): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        var e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun LongArray.max(): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        var e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ByteBuffer.max(): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        var e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun CharArray.max(): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        var e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun DoubleArray.max(): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        var e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun FloatArray.max(): Float? {
    if (isEmpty()) return null
    var max = this[0]
    if (max.isNaN()) return max
    for (i in 1..lastIndex) {
        var e = this[i]
        if (e.isNaN()) return e
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun DoubleArray.maxBy(selector: (Double) -> Double): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ByteArray.maxBy(selector: (Byte) -> Byte): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ShortArray.maxBy(selector: (Short) -> Short): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun IntArray.maxBy(selector: (Int) -> Int): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun LongArray.maxBy(selector: (Long) -> Long): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ByteArray.maxBy(selector: (Byte) -> Byte): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ShortArray.maxBy(selector: (Short) -> Short): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun IntArray.maxBy(selector: (Int) -> Int): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun LongArray.maxBy(selector: (Long) -> Long): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ByteArray.maxBy(selector: (Byte) -> Byte): Byte? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun ShortArray.maxBy(selector: (Short) -> Short): Short? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun IntArray.maxBy(selector: (Int) -> Int): Int? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
public fun LongArray.maxBy(selector: (Long) -> Long): Long? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        var e = this[i]
        var v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
of the given function or `null` if there are no elements.

```kotlin
samples.collections.Collections.Aggregates.maxBy

FloatArray.maxBy(selector: (Float) -> R): Float? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex) {
        val e = this[i] val v = selector(e) if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
samples.collections.Collections.Aggregates.maxBy

DoubleArray.maxBy(selector: (Double) -> R): Double? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex) {
        val e = this[i] val v = selector(e) if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
samples.collections.Collections.Aggregates.maxBy

BooleanArray.maxBy(selector: (Boolean) -> R): Boolean? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex) {
        val e = this[i] val v = selector(e) if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
samples.collections.Collections.Aggregates.maxBy

CharArray.maxBy(selector: (Char) -> R): Char? {
    if (isEmpty()) return null
    var maxElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex) {
        val e = this[i] val v = selector(e) if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```

```kotlin
samples.collections.Collections.Aggregates.maxBy

Array.maxWith(comparator: Comparator<in T>): T? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
samples.collections.Collections.Aggregates.maxBy

ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
samples.collections.Collections.Aggregates.maxBy

ShortArray.maxWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
samples.collections.Collections.Aggregates.maxBy

IntArray.maxWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
samples.collections.Collections.Aggregates.maxBy

LongArray.maxWith(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
samples.collections.Collections.Aggregates.maxBy

FloatArray.maxWith(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```

```kotlin
samples.collections.Collections.Aggregates.maxBy

DoubleArray.maxWith(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
```
public inline fun <T, R : Comparable<R>> Array<out T>.min(): T? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element yielding the smallest value
 * according to the provided [comparator] or `null` if there are no elements.
 */
public fun BooleanArray.maxWith(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element having the largest value according to the provided [comparator]
 * or `null` if there are no elements.
 */
public fun ByteArray.maxWith(comparator: Comparator<in Byte>): Byte? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value according to the provided [comparator]
 * or `null` if there are no elements.
 */
public fun CharArray.maxWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}
of the given function or `null` if there are no elements.

```kotlin
of the given function or `null` if there are no elements.
```

```kotlin
public inline fun <R : Comparable<R>>
```

```kotlin
ShortArray.minBy(selector: (Short) -> R): Short? {
```

```kotlin
var minElem = this[0]
```

```kotlin
val lastIndex = this.lastIndex
```

```kotlin
if (lastIndex == 0) return minElem
```

```kotlin
var minValue = selector(minElem)
```

```kotlin
for (i in 1..lastIndex) {
```

```kotlin
val e = this[i]
```

```kotlin
val v = selector(e)
```

```kotlin
if (minValue > v) {
```

```kotlin
minValue = v
```

```kotlin
minElem = e
```

```kotlin
return minElem
```

```kotlin
}
```

```kotlin
return minElem
```

```kotlin
}
```

```kotlin
public inline fun <R : Comparable<R>>
```

```kotlin
IntArray.minBy(selector: (Int) -> R): Int? {
```

```kotlin
var minElem = this[0]
```

```kotlin
val lastIndex = this.lastIndex
```

```kotlin
if (lastIndex == 0) return minElem
```

```kotlin
var minValue = selector(minElem)
```

```kotlin
for (i in 1..lastIndex) {
```

```kotlin
val e = this[i]
```

```kotlin
val v = selector(e)
```

```kotlin
if (minValue > v) {
```

```kotlin
minValue = v
```

```kotlin
minElem = e
```

```kotlin
return minElem
```

```kotlin
}
```

```kotlin
return minElem
```

```kotlin
}
```

```kotlin
public inline fun <R : Comparable<R>>
```

```kotlin
LongArray.minBy(selector: (Long) -> R): Long? {
```

```kotlin
var minElem = this[0]
```

```kotlin
val lastIndex = this.lastIndex
```

```kotlin
if (lastIndex == 0) return minElem
```

```kotlin
var minValue = selector(minElem)
```

```kotlin
for (i in 1..lastIndex) {
```

```kotlin
val e = this[i]
```

```kotlin
val v = selector(e)
```

```kotlin
if (minValue > v) {
```

```kotlin
minValue = v
```

```kotlin
minElem = e
```

```kotlin
return minElem
```

```kotlin
}
```

```kotlin
return minElem
```

```kotlin
}
```

```kotlin
public inline fun <R : Comparable<R>>
```

```kotlin
FloatArray.minBy(selector: (Float) -> R): Float? {
```

```kotlin
var minElem = this[0]
```

```kotlin
val lastIndex = this.lastIndex
```

```kotlin
if (lastIndex == 0) return minElem
```

```kotlin
var minValue = selector(minElem)
```

```kotlin
for (i in 1..lastIndex) {
```

```kotlin
val e = this[i]
```

```kotlin
val v = selector(e)
```

```kotlin
if (minValue > v) {
```

```kotlin
minValue = v
```

```kotlin
minElem = e
```

```kotlin
return minElem
```

```kotlin
}
```

```kotlin
return minElem
```

```kotlin
}
```

```kotlin
public inline fun <R : Comparable<R>>
```

```kotlin
DoubleArray.minBy(selector: (Double) -> R): Double? {
```

```kotlin
var minElem = this[0]
```

```kotlin
val lastIndex = this.lastIndex
```

```kotlin
if (lastIndex == 0) return minElem
```

```kotlin
var minValue = selector(minElem)
```

```kotlin
for (i in 1..lastIndex) {
```

```kotlin
val e = this[i]
```

```kotlin
val v = selector(e)
```

```kotlin
if (minValue > v) {
```

```kotlin
minValue = v
```

```kotlin
minElem = e
```

```kotlin
return minElem
```

```kotlin
}
```

```kotlin
return minElem
```

```kotlin
}
```

```kotlin
public inline fun <R : Comparable<R>>
```

```kotlin
BooleanArray.minBy(selector: (Boolean) -> R): Boolean? {
```

```kotlin
var minElem = this[0]
```

```kotlin
val lastIndex = this.lastIndex
```

```kotlin
if (lastIndex == 0) return minElem
```

```kotlin
var minValue = selector(minElem)
```

```kotlin
for (i in 1..lastIndex) {
```

```kotlin
val e = this[i]
```

```kotlin
val v = selector(e)
```

```kotlin
if (minValue > v) {
```

```kotlin
minValue = v
```

```kotlin
minElem = e
```

```kotlin
return minElem
```

```kotlin
}
```

```kotlin
return minElem
```

```kotlin
}
```

```kotlin
public inline fun <R : Comparable<R>>
```

```kotlin
CharArray.minBy(selector: (Char) -> R): Char? {
```

```kotlin
var minElem = this[0]
```

```kotlin
val lastIndex = this.lastIndex
```

```kotlin
if (lastIndex == 0) return minElem
```

```kotlin
var minValue = selector(minElem)
```

```kotlin
for (i in 1..lastIndex) {
```

```kotlin
val e = this[i]
```

```kotlin
val v = selector(e)
```

```kotlin
if (minValue > v) {
```

```kotlin
minValue = v
```

```kotlin
minElem = e
```

```kotlin
return minElem
```

```kotlin
}
```

```kotlin
return minElem
```

```kotlin
}
```

```kotlin
public fun <T> Array<out T>.minWith(comparator: Comparator<in T>): T? {
```

```kotlin
var min = this[0]
```

```kotlin
for (i in 1..lastIndex) {
```

```kotlin
val e = this[i]
```

```kotlin
if (comparator.compare(min, e) > 0) min = e
```

```kotlin
}
```

```kotlin
return min
```

```kotlin
}
```

```kotlin
public fun ByteArray.minWith(comparator: Comparator<in Byte>): Byte? {
```

```kotlin
var min = this[0]
```

```kotlin
for (i in 1..lastIndex) {
```

```kotlin
val e = this[i]
```

```kotlin
if (comparator.compare(min, e) > 0) min = e
```

```kotlin
}
```

```kotlin
return min
```

```kotlin
}
```
(comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun ShortArray.minWith(comparator: Comparator<in Short>): Short? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun IntArray.minWith(comparator: Comparator<in Int>): Int? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun LongArray.minWith(comparator: Comparator<in Long>): Long? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun FloatArray.minWith(comparator: Comparator<in Float>): Float? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun DoubleArray.minWith(comparator: Comparator<in Double>): Double? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun BooleanArray.minWith(comparator: Comparator<in Boolean>): Boolean? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or ‘null’ if there are no elements.
 */
public fun CharArray.minWith(comparator: Comparator<in Char>): Char? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun <T> Array<out T>.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun ByteArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun ShortArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun IntArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun LongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun FloatArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun DoubleArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun BooleanArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.none
 */
public fun CharArray.none(): Boolean {
    return isEmpty()
}
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```kotlin
(Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun ShortArray.none(predicate: (Short) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun IntArray.none(predicate: (Int) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun LongArray.none(predicate: (Long) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun FloatArray.none(predicate: (Float) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun DoubleArray.none(predicate: (Double) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun BooleanArray.none(predicate: (Boolean) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
public inline fun CharArray.none(predicate: (Char) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n * \n * @sample samples.collections.Collections.Aggregates.reduce

```kotlin
ByteArray.reduce(operation: (acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n * \n * @sample samples.collections.Collections.Aggregates.reduce

```kotlin
ShortArray.reduce(operation: (acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n * \n * @sample samples.collections.Collections.Aggregates.reduce

```kotlin
IntArray.reduce(operation: (acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n * \n * @sample samples.collections.Collections.Aggregates.reduce

```kotlin
LongArray.reduce(operation: (acc: Long, Long) -> Long): Long {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n * \n * @sample samples.collections.Collections.Aggregates.reduce

```kotlin
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.\n * \n * @sample samples.collections.Collections.Aggregates.reduce

```kotlin
```
value and each element.

```kotlin
public inline fun FloatArray.reduce(operation: (acc: Float, Float) -> Float): Float {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

public inline fun DoubleArray.reduce(operation: (acc: Double, Double) -> Double): Double {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

public inline fun BooleanArray.reduce(operation: (acc: Boolean, Boolean) -> Boolean): Boolean {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

public inline fun CharArray.reduce(operation: (acc: Char, Char) -> Char): Char {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

public inline fun <S, T : S> Array<out T>.reduceIndexed(operation: (index: Int, acc: S, T) -> S): S {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

public inline fun ByteArray.reduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): Byte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

public inline fun ShortArray.reduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): Short {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

public inline fun IntArray.reduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): Int {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

right
* to current accumulator value and each element with its index in the original array.\n* @param [operation] function that takes the index of an element, current accumulator value\n* and the element itself and calculates the next accumulator value.\n* in * @sample samples.collections.Collections.Aggregates.reduce\n\n\n\npublic inline fun LongArray.reduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): Long {\n    if (isEmpty())\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}\n
\n\n\npublic inline fun FloatArray.reduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): Float {\n    if (isEmpty())\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}\n
\n\n\npublic inline fun DoubleArray.reduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): Double {\n    if (isEmpty())\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}\n
\n\n\npublic inline fun BooleanArray.reduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean): Boolean {\n    if (isEmpty())\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}\n
\n\n\npublic inline fun CharArray.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {\n    if (isEmpty())\n        throw UnsupportedOperationException("Empty array can't be reduced.")\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n
\n\n\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi
public inline fun <S, T : S> Array<out T>.reduceOrNull(operation: (acc: S, T) -> S): S? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}\n
\n\n\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi
public inline fun ByteArray.reduceOrNull(operation: (acc: Byte, Byte) -> Byte): Byte? {\n    if (isEmpty())\n        return null\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}
samples.collections.Collections.Aggregates.reduceOrNull

*\@SinceKotlin("1.3")\@ExperimentalStdlibApi
public inline fun ShortArray.reduceOrNull(operation: (acc: Short, Short) -> Short): Short? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
 * value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun IntArray.reduceOrNull(operation: (acc: Int, Int) -> Int): Int? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
 * value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
 * value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun FloatArray.reduceOrNull(operation: (acc: Float, Float) -> Float): Float? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
 * value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun DoubleArray.reduceOrNull(operation: (acc: Double, Double) -> Double): Double? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
 * value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun BooleanArray.reduceOrNull(operation: (acc: Boolean, Boolean) -> Boolean): Boolean? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator
 * value and each element. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharArray.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {
    if (isEmpty())
        return null
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current
 * accumulator value.
 */
public inline fun <S, T : S> Array<out T>.reduceRight(operation: (T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current
 * accumulator value.
 */
public inline fun ByteArray.reduceRight(operation: (Byte, Byte) -> Byte): Byte? {
    // Implementation
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current
 * accumulator value.
 */
public inline fun BooleanArray.reduceRight(operation: (Boolean, Boolean) -> Boolean): Boolean? {
    // Implementation
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current
 * accumulator value.
 */
public inline fun CharArray.reduceRight(operation: (Char, Char) -> Char): Char? {
    // Implementation
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current
 * accumulator value.
 */
public inline fun ShortArray.reduceRight(operation: (Short, Short) -> Short): Short? {
    // Implementation
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current
 * accumulator value.
 */
public inline fun IntArray.reduceRight(operation: (Int, Int) -> Int): Int? {
    // Implementation
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current
 * accumulator value.
 */
public inline fun LongArray.reduceRight(operation: (Long, Long) -> Long): Long? {
    // Implementation
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current
 * accumulator value.
 */
public inline fun FloatArray.reduceRight(operation: (Float, Float) -> Float): Float? {
    // Implementation
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current
 * accumulator value.
 */
public inline fun DoubleArray.reduceRight(operation: (Double, Double) -> Double): Double? {
    // Implementation
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current
 * accumulator value.
 */
public inline fun BooleanArray.reduceRight(operation: (Boolean, Boolean) -> Boolean): Boolean? {
    // Implementation
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current
 * accumulator value.
 */
public inline fun CharArray.reduceRight(operation: (Char, Char) -> Char): Char? {
    // Implementation
}
(Byte, acc: Byte) -> Byte): Byte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun ShortArray.reduce(operation: (Short, acc: Short) -> Short): Short {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun IntArray.reduce(operation: (Int, acc: Int) -> Int): Int {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun LongArray.reduce(operation: (Long, acc: Long) -> Long): Long {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun FloatArray.reduce(operation: (Float, acc: Float) -> Float): Float {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun DoubleArray.reduce(operation: (Double, acc: Double) -> Double): Double {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun BooleanArray.reduce(operation: (Boolean, acc: Boolean) -> Boolean): Boolean {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun CharArray.reduce(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun <S, T : S> Array<out T>.reduceIndexed(operation: (index: Int, T, acc: S) -> S): S {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator: S = get(index--)
    while

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(index >= 0) {
  accumulator = operation(index, get(index), accumulator)
  --index
  return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun ByteArray.reduceIndexed(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte {
  var index = lastIndex
  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
  var accumulator = get(index--)
  while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
  }
  return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun ShortArray.reduceIndexed(operation: (index: Int, Short, acc: Short) -> Short): Short {
  var index = lastIndex
  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
  var accumulator = get(index--)
  while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
  }
  return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun IntArray.reduceIndexed(operation: (index: Int, Int, acc: Int) -> Int): Int {
  var index = lastIndex
  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
  var accumulator = get(index--)
  while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
  }
  return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
  var index = lastIndex
  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
  var accumulator = get(index--)
  while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
  }
  return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun FloatArray.reduceIndexed(operation: (index: Int, Float, acc: Float) -> Float): Float {
  var index = lastIndex
  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
  var accumulator = get(index--)
  while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
  }
  return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
 * to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
public inline fun DoubleArray.reduceIndexed(operation: (index: Int, Double, acc: Double) -> Double): Double {
  var index = lastIndex
  if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
  var accumulator = get(index--)
  while (index >= 0) {
    accumulator = operation(index, get(index), accumulator)
    --index
  }
  return accumulator
}
and applying \( \text{operation} \) from right to left to each element with its index in the original array and current accumulator value. \( \text{operation} \) function that takes the index of an element, the element itself and current accumulator value, and calculates the next accumulator value.

samples.collections.Collections.Aggregates.reduceRightIndexed

charArray.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndexOf
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
    }
    return accumulator
}

ByteArray.reduceRightOrNull(operation: (index: Int, Byte, acc: Byte) -> Byte): Byte? {
    var index = lastIndexOf
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

ShortArray.reduceRightOrNull(operation: (index: Int, Short, acc: Short) -> Short): Short? {
    var index = lastIndexOf
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

IntArray.reduceRightOrNull(operation: (index: Int, Int, acc: Int) -> Int): Int? {
    var index = lastIndexOf
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

    var index = lastIndexOf
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun FloatArray.reduceRightOrNull(operation: (Float, acc: Float) -> Float): Float? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun DoubleArray.reduceRightOrNull(operation: (Double, acc: Double) -> Double): Double? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun BooleanArray.reduceRightOrNull(operation: (Boolean, acc: Boolean) -> Boolean): Boolean? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left and current accumulator value. Returns null if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharArray.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <T, R> Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * 
 * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <T, R> Array<out T>.reduceRightOrNull(operation: (acc: T, R) -> T): T? {
    if (isEmpty()) return null
    var result = last
    var accumulator = initial
    for (element in reversed) {
        result = operation(result, element)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun <T, R> Array<out T>.reduceRightOrNull(operation: (acc: T, R) -> T): T? {
    if (isEmpty()) return null
    var result = last
    var accumulator = initial
    for (element in reversed) {
        result = operation(result, element)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <T, R> Array<out T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R> ShortArray.scan(initial: R, operation: (acc: R, Short) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <R> ByteArray.scan(initial: R, operation: (acc: R, Byte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}
result = ArrayList<R>(size + 1).apply { add(initial) }\nvar accumulator = initial\nfor (element in this) {\naccumulator = operation(accumulator, element)\nresult.add(accumulator)\n}\nreturn result

Returns a list containing successive accumulation values generated by applying [operation] from left to right\nfor each element and current accumulator value that starts with [initial] value.\n
Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n
@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n
/*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nIntArray.scan(initial: R, operation: (acc: R, Int) -> R): List<R>\n{\nif (isEmpty()) return listOf(initial)\nval result = ArrayList<R>(size + 1).apply { add(initial) }\nvar accumulator = initial\nfor (element in this) {\naccumulator = operation(accumulator, element)\nresult.add(accumulator)\n}\nreturn result

Returns a list containing successive accumulation values generated by applying [operation] from left to right\nto each element and current accumulator value that starts with [initial] value.\n
Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n
@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n
*/
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nLongArray.scan(initial: R, operation: (acc: R, Long) -> R): List<R>\n{\nif (isEmpty()) return listOf(initial)\nval result = ArrayList<R>(size + 1).apply { add(initial) }\nvar accumulator = initial\nfor (element in this) {\naccumulator = operation(accumulator, element)\nresult.add(accumulator)\n}\nreturn result

Returns a list containing successive accumulation values generated by applying [operation] from left to right\nto each element and current accumulator value that starts with [initial] value.\n
Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n
@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n
*/
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nFloatArray.scan(initial: R, operation: (acc: R, Float) -> R): List<R>\n{\nif (isEmpty()) return listOf(initial)\nval result = ArrayList<R>(size + 1).apply { add(initial) }\nvar accumulator = initial\nfor (element in this) {\naccumulator = operation(accumulator, element)\nresult.add(accumulator)\n}\nreturn result

Returns a list containing successive accumulation values generated by applying [operation] from left to right\nto each element and current accumulator value that starts with [initial] value.\n
Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n
@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n
*/
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nDoubleArray.scan(initial: R, operation: (acc: R, Double) -> R): List<R>\n{\nif (isEmpty()) return listOf(initial)\nval result = ArrayList<R>(size + 1).apply { add(initial) }\nvar accumulator = initial\nfor (element in this) {\naccumulator = operation(accumulator, element)\nresult.add(accumulator)\n}\nreturn result

Returns a list containing successive accumulation values generated by applying [operation] from left to right\nto each element and current accumulator value that starts with [initial] value.\n
Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.\n
@param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n
*/
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R>\nBooleanArray.scan(initial: R, operation: (acc: R, Boolean) -> R): List<R>\n{\nif (isEmpty()) return listOf(initial)\nval result = ArrayList<R>(size + 1).apply { add(initial) }\nvar accumulator = initial\nfor (element in this) {\naccumulator = operation(accumulator, element)\nresult.add(accumulator)\n}\nreturn result

Returns a list containing successive accumulation values generated by applying [operation] from left to right\n
each element and current accumulator value that starts with [initial] value.

Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

*param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

*param [*sample samples.collections.Collections.Aggregates.scan

*\@SinceKotlin("1.3")\*\@ExperimentalStdlibApi\*@kotlin.internal.InlineOnly\*\@public inline fun <R>

CharArray.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    var accumulator = initial\n    for (element in this) {\n        accumulator = operation(accumulator, element)\n        result.add(accumulator)\n    }\n    return result\n}

*\@SinceKotlin("1.3")\*\@ExperimentalStdlibApi\*@kotlin.internal.InlineOnly\*\@public inline fun <T, R>

Array.scan(out T): scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}

*\@SinceKotlin("1.3")\*\@ExperimentalStdlibApi\*@kotlin.internal.InlineOnly\*\@public inline fun <T, R>

ByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Byte) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}

*\@SinceKotlin("1.3")\*\@ExperimentalStdlibApi\*@kotlin.internal.InlineOnly\*\@public inline fun <T, R>

ShortArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Short) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}

*\@SinceKotlin("1.3")\*\@ExperimentalStdlibApi\*@kotlin.internal.InlineOnly\*\@public inline fun <R>

IntArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Int) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    var accumulator = initial\n    for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}
[operation] from left to right
* to each element, its index in the original array and current accumulator value
that starts with [initial] value.\n* Note that ‘acc’ value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* @param [operation] function that takes the
index of an element, current accumulator value\n* and the element itself, and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.scan

@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R> LongArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Long) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}/**\n * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right*n to each element, its index in the original array and current accumulator value that
 * starts with [initial] value.\n* Note that ‘acc’ value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* @param [operation] function that takes the
 * index of an element, current accumulator value \n* and the element itself, and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.scan

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R> FloatArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Float) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}/**
 * Returns a list containing successive accumulation values generated by applying
 * [operation] from left to right*n to each element, its index in the original array and current accumulator value that
 * starts with [initial] value.\n* Note that ‘acc’ value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* @param [operation] function that takes the
 * index of an element, current accumulator value \n* and the element itself, and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.scan

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R> DoubleArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Double) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}/**
 * Returns a list containing successive accumulation values generated by applying [operation]
 * from left to right*n to each element, its index in the original array and current accumulator value that
 * starts with [initial] value.\n* Note that ‘acc’ value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* @param [operation] function that takes the
 * index of an element, current accumulator value \n* and the element itself, and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.scan

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R> BooleanArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Boolean) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}/**
 * Returns a list containing successive accumulation values generated by applying [operation]
 * from left to right*n to each element, its index in the original array and current accumulator value that
 * starts with [initial] value.\n* Note that ‘acc’ value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting list.\n* @param [operation] function that takes the
 * index of an element, current accumulator value \n* and the element itself, and calculates the next accumulator value.\n* @sample samples.collections.Collections.Aggregates.scan

*\n@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <R> CharArray.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {\n    if (isEmpty()) return listOf(initial)\n    val result = ArrayList<R>(size + 1).apply { add(initial) }\n    var accumulator = initial for (index in indices) {\n        accumulator = operation(index, accumulator, this[index])\n        result.add(accumulator)\n    }\n    return result\n}
(index in indices) { 
    accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
}

return result

* Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

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* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

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* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

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* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.

* @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.
FloatArray.scanReduce(operation: (acc: Float, Float) -> Float): List<Float> {
    if (isEmpty()) return emptyList()

    val result = ArrayList<Float>(size).apply { add(acc) }
    var accumulator = this[0]
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
        return result
    }
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next
 * accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun DoubleArray.scanReduce(operation: (acc: Double, Double) -> Double): List<Double> {
    if (isEmpty()) return emptyList()

    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
        return result
    }
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next
 * accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun BooleanArray.scanReduce(operation: (acc: Boolean, Boolean) -> Boolean): List<Boolean> {
    if (isEmpty()) return emptyList()

    var accumulator = this[0]
    val result = ArrayList<Boolean>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
        return result
    }
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element and current accumulator value that starts with the first element of this array.
 * @param [operation] function that takes current accumulator value and an element, and calculates the next
 * accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun CharArray.scanReduce(operation: (acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()

    var accumulator = this[0]
    val result = ArrayList<Char>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
        return result
    }
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first
 * element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun <S, T : S> Array<out T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()

    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
        return result
    }
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first
 * element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun ByteArray.scanReduceIndexed(operation: (index: Int, acc: Byte, Byte) -> Byte): List<Byte> {
    if (isEmpty()) return emptyList()

    var accumulator = this[0]
    val result = ArrayList<Byte>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first
 * element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun ShortArray.scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    if (isEmpty()) return emptyList()

    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first
 * element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun IntArray.scanReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    if (isEmpty()) return emptyList()

    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first
 * element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun LongArray.scanReduceIndexed(operation: (index: Int, acc: Long, Long) -> Long): List<Long> {
    if (isEmpty()) return emptyList()

    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first
 * element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun <S, T : S> List<out T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
    if (isEmpty()) return emptyList()

    var accumulator: S = this[0]
    val result = ArrayList<S>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each element, its index in the original array and current accumulator value that starts with the first
 * element of this array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
 * @sample samples.collections.Aggregates.scanReduce
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@public inline fun LinkedList<out T>.scanReduceIndexed(operation: (index: Int, acc: T, T) -> T): List<T> {
    if (isEmpty()) return emptyList()

    var accumulator: T = this[0]
    val result = ArrayList<T>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
values generated by applying [operation] from left to right
* to each element, its index in the original array and
* current accumulator value that starts with the first element of this array.
* @param [operation] function that
* takes the index of an element, current accumulator value
* and the element itself, and calculates the next
* accumulator value.
* @sample samples.collections.Collections.Aggregates.scanReduce

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun ShortArray.scanReduceIndexed(operation: (index: Int, acc: Short, Short) -> Short): List<Short> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Short>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun IntArray.scanReduceIndexed(operation: (index: Int, acc: Int, Int) -> Int): List<Int> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Int>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Long>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun FloatArray.scanReduceIndexed(operation: (index: Int, acc: Float, Float) -> Float): List<Float> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Float>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun DoubleArray.scanReduceIndexed(operation: (index: Int, acc: Double, Double) -> Double): List<Double> {
    if (isEmpty())
        return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Double>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
    }
    return result
}
accumulator value.

```kotlin
BooleanArray.scanReduceIndexed(operation: (index: Int, acc: Boolean, Boolean) -> Boolean, List<Boolean> var accumulator = this[0] val result = ArrayList<Boolean>(size).apply {
    add(accumulator) }

for (index in 1 until size) {
    accumulator = operation(index, accumulator, this[index])

result.add(accumulator)
}

return result

/*
* Returns a list containing successive accumulation values generated by applying [operation] from left to right
* to each element, its index in the original array and current accumulator value that starts with the first element of this array.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* @returns a list containing successive accumulation values generated by applying [operation] from left to right
*/
```

```kotlin
CharArray.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char, List<Char> var accumulator = this[0] val result = ArrayList<Char>(size).apply {
    add(accumulator) }

for (index in 1 until size) {
    accumulator = operation(index, accumulator, this[index])

result.add(accumulator)
}

return result

/*
* Returns a list containing successive accumulation values generated by applying [operation] from left to right
* to each element, its index in the original array and current accumulator value that starts with the first element of this array.
* @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.
* @returns a list containing successive accumulation values generated by applying [operation] from left to right
*/
```

```kotlin
Array<out T>.sumBy(selector: (T) -> Int)

for (element in this) {
    sum += selector(element)
}

return sum

/*
* Returns the sum of all values produced by [selector] function applied to each element in the array.
* @param [selector] function that applies a selector to each element in the array.
* @returns the sum of all values produced by [selector] function applied to each element in the array.
*/
```

```kotlin
ByteArray.sumByDouble(selector: (Byte) -> Double, DoubleArray var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }

return sum

/*
* Returns the sum of all values produced by [selector] function applied to each element in the array.
* @param [selector] function that applies a selector to each element in the array.
* @returns the sum of all values produced by [selector] function applied to each element in the array.
*/
```

```kotlin
CharArray.sumByDouble(selector: (Char) -> Double, DoubleArray var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }

return sum

/*
* Returns the sum of all values produced by [selector] function applied to each element in the array.
* @param [selector] function that applies a selector to each element in the array.
* @returns the sum of all values produced by [selector] function applied to each element in the array.
*/
```

```kotlin
BooleanArray.sumBy(selector: (Boolean) -> Int, IntArray var sum = 0
    for (element in this) {
        sum += selector(element)
    }

return sum

/*
* Returns the sum of all values produced by [selector] function applied to each element in the array.
* @param [selector] function that applies a selector to each element in the array.
* @returns the sum of all values produced by [selector] function applied to each element in the array.
*/
```

```kotlin
CharArray.sumByDouble(selector: (Char) -> Double, DoubleArray var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }

return sum

/*
* Returns the sum of all values produced by [selector] function applied to each element in the array.
* @param [selector] function that applies a selector to each element in the array.
* @returns the sum of all values produced by [selector] function applied to each element in the array.
*/
```

```kotlin
ByteArray.sumByDouble(selector: (Byte) -> Double, DoubleArray var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }

return sum

/*
* Returns the sum of all values produced by [selector] function applied to each element in the array.
* @param [selector] function that applies a selector to each element in the array.
* @returns the sum of all values produced by [selector] function applied to each element in the array.
*/
```

```kotlin
CharArray.sumByDouble(selector: (Char) -> Double, DoubleArray var sum = 0.0
    for (element in this) {
        sum += selector(element)
    }

return sum

/*
* Returns the sum of all values produced by [selector] function applied to each element in the array.
* @param [selector] function that applies a selector to each element in the array.
* @returns the sum of all values produced by [selector] function applied to each element in the array.
*/
```
Returns the sum of all values produced by [selector] function applied to each element in the array.

```kotlin
fun LongArray.sumByDouble(selector: (Long) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
fun FloatArray.sumByDouble(selector: (Float) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
fun DoubleArray.sumByDouble(selector: (Double) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
fun BooleanArray.sumByDouble(selector: (Boolean) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
fun CharArray.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
fun <T : Any> Array<T?>.requireNoNulls(): Array<T> {
    for (element in this) {
        if (element == null) {
            throw IllegalArgumentException("null element found in $this.")
        }
    }
    @Suppress("UNCHECKED_CAST")
    return this as Array<T>
}
```

```kotlin
public inline fun <T> Array<out T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun ByteArray.partition(predicate: (Byte) -> Boolean): Pair<List<Byte>, List<Byte>> {
    val first = ArrayList<Byte>()
    val second = ArrayList<Byte>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun ShortArray.partition(predicate: (Short) -> Boolean): Pair<List<Short>, List<Short>> {
    val first = ArrayList<Short>()
    val second = ArrayList<Short>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun IntArray.partition(predicate: (Int) -> Boolean): Pair<List<Int>, List<Int>> {
    val first = ArrayList<Int>()
    val second = ArrayList<Int>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
public inline fun LongArray.partition(predicate: (Long) -> Boolean): Pair<List<Long>, List<Long>> {
    val first = ArrayList<Long>()
    val second = ArrayList<Long>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```
Splits the original array into pair of lists, *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`.

```kotlin
/**
 * Splits the original array into pair of lists, *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`.
 */
public inline fun FloatArray.partition(predicate: (Float) -> Boolean): Pair<List<Float>, List<Float>> {
    val first = ArrayList<Float>()
    val second = ArrayList<Float>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Splits the original array into pair of lists, *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`.
 */
public inline fun DoubleArray.partition(predicate: (Double) -> Boolean): Pair<List<Double>, List<Double>> {
    val first = ArrayList<Double>()
    val second = ArrayList<Double>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Splits the original array into pair of lists, *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`.
 */
public inline fun BooleanArray.partition(predicate: (Boolean) -> Boolean): Pair<List<Boolean>, List<Boolean>> {
    val first = ArrayList<Boolean>()
    val second = ArrayList<Boolean>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Splits the original array into pair of lists, *first* list contains elements for which [predicate] yielded `true`, *second* list contains elements for which [predicate] yielded `false`.
 */
public inline fun CharArray.partition(predicate: (Char) -> Boolean): Pair<List<Char>, List<Char>> {
    val first = ArrayList<Char>()
    val second = ArrayList<Char>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <T, R> Array<out T>.zip(other: Array<out R>): List<Pair<T, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R> ByteArray.zip(other: Array<out R>): List<Pair<Byte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R> ShortArray.zip(other: Array<out R>): List<Pair<Short, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R> IntArray.zip(other: Array<out R>): List<Pair<Int, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R> LongArray.zip(other: Array<out R>): List<Pair<Long, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
/**
 * Returns a list of pairs built from the elements of `this` array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
public inline fun <R> FloatArray.zip(other: Array<out R>): List<Pair<Float, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```
R>): List<Pair<Double, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }\n} \n
/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @param samples\n * @param collections.\n * @param Iterables.\n * @param Operations.zipIterable \n */ \n
public infix fun <R> BooleanArray.zip(other: Array<out R>): List<Pair<Boolean, R>> { \n    return zip(other) { t1, t2 -> t1 to t2 }\n} \n
/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.\n * @sample collections.\n * @sample Iterables.\n * @sample Operations.zipIterable \n */ \n
public infix fun <R> CharArray.zip(other: Array<out R>): Array<out R> { \n    return zip(other) { t1, t2 -> t1 to t2 }\n} \n
/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.\n * @sample collections.\n * @sample Iterables.\n * @sample Operations.zipIterableWithTransform \n */ \n
public inline fun <T, R, V> Array<out T>.zip(other: Array<out R>, transform: (a: T, b: R) -> V): List<V> { \n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n    return list\n} \n
/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.\n * @sample collections.\n * @sample Iterables.\n * @sample Operations.zipIterableWithTransform \n */ \n
public inline fun <R, V> ByteArray.zip(other: Array<out R>, transform: (a: Byte, b: R) -> V): List<V> { \n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n    return list\n} \n
/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.\n * @sample collections.\n * @sample Iterables.\n * @sample Operations.zipIterableWithTransform \n */ \n
public inline fun <R, V> ShortArray.zip(other: Array<out R>, transform: (a: Short, b: R) -> V): List<V> { \n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n    return list\n} \n
/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.\n * @sample collections.\n * @sample Iterables.\n * @sample Operations.zipIterableWithTransform \n */ \n
public inline fun <R, V> IntArray.zip(other: Array<out R>, transform: (a: Int, b: R) -> V): List<V> { \n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n    return list\n} \n
/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.\n * @sample collections.\n * @sample Iterables.\n * @sample Operations.zipIterableWithTransform \n */ \n
public inline fun <R, V> LongArray.zip(other: Array<out R>, transform: (a: Long, b: R) -> V): List<V> { \n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n    return list\n} \n
/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.\n * @sample collections.\n * @sample Iterables.\n * @sample Operations.zipIterableWithTransform \n */ \n
public inline fun <R, V> FloatArray.zip(other: Array<out R>, transform: (a: Float, b: R) -> V): List<V> { \n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n    return list\n} \n
/**
 * Returns a list of values built from the elements of 'this' array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest collection.
 * @sample samples.\n * @sample collections.\n * @sample Iterables.\n * @sample Operations.zipIterableWithTransform \n */ \n
public inline fun <R, V> DoubleArray.zip(other: Array<out R>, transform: (a: Double, b: R) -> V): List<V> { \n    val size = minOf(size, other.size)\n    val list = ArrayList<V>(size)\n    for (i in 0 until size) { \n        list.add(transform(this[i], other[i]))\n    }\n    return list\n} \n
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with the same index
* using the provided [transform] function applied to each pair of elements.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

BooleanArray.zip(other: Array<out R>, transform: (a: Boolean, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list } /* Returns a list of values built from the elements of `this` array and the [other] array with the same index
* using the provided [transform] function applied to each pair of elements.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

CharArray.zip(other: Array<out R>, transform: (a: Char, b: R) -> V): List<V> { val size = minOf(size, other.size) val list = ArrayList<V>(size) for (i in 0 until size) { list.add(transform(this[i], other[i])) } return list } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

ByteArray.zip(other: Iterable<R>): List<Pair<Byte, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

ShortArray.zip(other: Iterable<R>): List<Pair<Short, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

IntArray.zip(other: Iterable<R>): List<Pair<Int, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

LongArray.zip(other: Iterable<R>): List<Pair<Long, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

FloatArray.zip(other: Iterable<R>): List<Pair<Float, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

DoubleArray.zip(other: Iterable<R>): List<Pair<Double, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.

@sample samples.collections.Operations.zipIterableWithTransform

CharArray.zip(other: Iterable<R>): List<Pair<Char, R>> { return zip(other) { t1, t2 -> t1 to t2 } } /* Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.

* The returned list has length of the shortest collection.
if (i >= arraySize) break
    list.add(transform(this[i++], element))
}

// A function that returns a list of values built from the elements of 'this' array and the other collection using the provided transform function applied to each pair of elements.

/**
 * Returns a list of values built from the elements of 'this' array and the [other] collection with the same index
 * using the provided [transform] function applied to each pair of elements. *
 * The returned list has length of the shortest collection. *
 * 
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */

fun <T, U> List<T>.zip(other: Iterable<U>, transform: (a: T, b: U) -> U): List<U> {
    val arraySize = size
    val list = ArrayList<U>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

fun <T, U> ByteArray.zip(other: Iterable<U>, transform: (a: Byte, b: U) -> U): List<U> {
    val arraySize = size
    val list = ArrayList<U>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

fun <T, U> ShortArray.zip(other: Iterable<U>, transform: (a: Short, b: U) -> U): List<U> {
    val arraySize = size
    val list = ArrayList<U>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

fun <T, U> IntArray.zip(other: Iterable<U>, transform: (a: Int, b: U) -> U): List<U> {
    val arraySize = size
    val list = ArrayList<U>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

fun <T, U> LongArray.zip(other: Iterable<U>, transform: (a: Long, b: U) -> U): List<U> {
    val arraySize = size
    val list = ArrayList<U>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

fun <T, U> FloatArray.zip(other: Iterable<U>, transform: (a: Float, b: U) -> U): List<U> {
    val arraySize = size
    val list = ArrayList<U>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

fun <T, U> DoubleArray.zip(other: Iterable<U>, transform: (a: Double, b: U) -> U): List<U> {
    val arraySize = size
    val list = ArrayList<U>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}

fun <T, U> BooleanArray.zip(other: Iterable<U>, transform: (a: Boolean, b: U) -> U): List<U> {
    val arraySize = size
    val list = ArrayList<U>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}
shortest collection.

```kotlin
public inline fun <R, V> CharArray.zip(other: Iterable<R>, transform: (a: Char, b: R) -> V): List<V> {
    val arraySize = size
    val list = ArrayList<V>(minOf(other.collectionSizeOrDefault(10), arraySize))
    var i = 0
    for (element in other) {
        if (i >= arraySize) break
        list.add(transform(this[i++], element))
    }
    return list
}
```

```kotlin
/**
 * Returns a list of pairs built from the elements of 'this' array and the [other] array with the same index.
 * The returned list has length of the shortest collection.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
public inline fun <V> IntArray.zip(other: IntArray, transform: (a: Int, b: Int) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
public inline fun <V> LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
public inline fun <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
public inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
public inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <V> ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <V> ByteArray.zip(other: ByteArray, transform: (a: Byte, b: Byte) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <V> ShortArray.zip(other: ShortArray, transform: (a: Short, b: Short) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```

```kotlin
/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform
 */
public inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
```
ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public inline fun <V> LongArray.zip(other: LongArray, transform: (a: Long, b: Long) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public inline fun <V> FloatArray.zip(other: FloatArray, transform: (a: Float, b: Float) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public inline fun <V> DoubleArray.zip(other: DoubleArray, transform: (a: Double, b: Double) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public inline fun <V> BooleanArray.zip(other: BooleanArray, transform: (a: Boolean, b: Boolean) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` array and the [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 * The returned list has length of the shortest array.
 */
public inline fun <V> CharArray.zip(other: CharArray, transform: (a: Char, b: Char) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string
 * (which defaults to `"..."`).
 * @sample @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <T, A : Appendable> Array<out T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Appends the string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string
 * (which defaults to `"..."`).
 * @sample @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <A : Appendable> ByteArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Byte) -> CharSequence)? = null): A {
    for (element in this) {
        if (transform != null)
            buffer.append(transform(element))
        else
            buffer.append(element.toString())
    }
    return buffer
}
if (limit >= 0 & & count > limit) buffer.append(truncated)
buffer.append(postfix)
return buffer
}

if (limit >= 0 & & count > limit) buffer.append(truncated)
buffer.append(postfix)
return buffer
}

 /**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. * * If the collection could be huge, you can specify a non-negative value of
 * [limit], in which case the only the first [limit] elements will be appended, followed by the [truncated] string (which
 * defaults to "\...\")
 * * & * sample samples.collections.Collections.Transformations.joinTo
 * * & * Appendable fun <A : Appendable> ShortArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\...\", transform: ((Short) -> CharSequence)? = null): A {

 */

public fun <A : Appendable> IntArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Int) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

 /**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. * * If the collection could be huge, you can specify a non-negative value of
 * [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
 * defaults to "\...\")
 * * & * sample samples.collections.Collections.Transformations.joinTo
 * * & * Appendable fun <A : Appendable> LongArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\...\", transform: ((Long) -> CharSequence)? = null): A {

 */

public fun <A : Appendable> FloatArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((Float) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
            buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element.toString())
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

 /**
 * Appends the string from all the elements separated using [separator] and using the given
 * [prefix] and [postfix] if supplied. * * If the collection could be huge, you can specify a non-negative value of
 * [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which
 * defaults to "\...\")
 * * & * sample samples.collections.Collections.Transformations.joinTo
 * * & * Appendable fun <A : Appendable> DoubleArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "\...\", transform: ((Double) -> CharSequence)? = null): A {

 */

public fun <A : Appendable> DoubleArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "\", limit: Int = -1, truncated: CharSequence = "\...\", transform: ((Double) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1)
buffer.append(separator)
    } else
        buffer.append(transform(element))
    }
}

    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

public fun <A : Appendable> CharArray.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = " ", postfix: CharSequence = " ", limit: Int = -1, truncated: CharSequence = "...", transform: ((Char) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            if (transform != null)
                buffer.append(transform(element))
            else
                buffer.append(element)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

Double = 0.0
var count: Int = 0
for (element in this) {
    sum += element
    ++count
} return if (count == 0) Double.NaN else sum / count

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Array<out Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the array.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Array<out Double>.average(): Double {
    var sum:
    Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count

/**
 * Returns an average value of elements in the array.
 */
public fun ByteArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count

/**
 * Returns an average value of elements in the array.
 */
public fun ShortArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count

/**
 * Returns an average value of elements in the array.
 */
public fun IntArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count

/**
 * Returns an average value of elements in the array.
 */
public fun LongArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count

/**
 * Returns an average value of elements in the array.
 */
public fun FloatArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count

/**
 * Returns an average value of elements in the array.
 */
public fun DoubleArray.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        ++count
    }
    return if (count == 0) Double.NaN else sum / count

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Array<out Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Array<out Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Array<out Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Array<out Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Array<out Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the array.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Array<out Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

*/

/*
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license/LICENSE.txt file.

*\n@file:kotlin/jvm/JvmMultifileClass\n@file:kotlin/jvm/JvmName(\"RangesKt\")\n\n\n\n/*
@file:kotlin/jvm/JvmMultifileClass\n@file:kotlin/jvm/JvmName(\"RangesKt\")\n\n\n\n
package kotlin.ranges

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

import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun IntRange.random(): Int {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun LongRange.random(): Long {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun CharRange.random(): Char {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun IntRange.random(random: Random): Int {
    try {
        return random.nextInt(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun LongRange.random(random: Random): Long {
    try {
        return random.nextLong(this)
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun CharRange.random(random: Random): Char {
    try {
        return random.nextInt(first.toInt(), last.toInt() + 1).toChar()
    } catch(e: IllegalArgumentException) {
        throw NoSuchElementException(e.message)
    }
}

/**
 * Returns `true` if this range contains the specified [element].
 * 
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun IntRange.contains(element: Int?): Boolean {
    return isEmpty() || contains(element)
}

/**
 * Returns `true` if this range contains the specified [element].
 * 
 * Always returns `false` if the [element] is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public fun LongRange.contains(element: Long?): Boolean {
    return isEmpty() || contains(element)
}

*/
*\/@SinceKotlin("1.3")\/@kotlin.internal.InlineOnly\@public inline operator fun CharRange.contains(element: Char?): Boolean {
    return element != null && contains(element)
}

*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline operator fun CharRange.contains(element: Char?): Boolean {
    return element != null && contains(element)
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Byte): Boolean {
    return contains(value.toInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Byte): Boolean {
    return contains(value.toLong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Byte): Boolean {
    return contains(value.toShort())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("doubleRangeContains")
public operator fun ClosedRange<Double>.contains(value: Byte): Boolean {
    return contains(value.toDouble())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Byte): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Double): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Double): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Double): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Double): Boolean {
    return contains(value.toFloat())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("intRangeContains")
public operator fun ClosedRange<Int>.contains(value: Float): Boolean {
    return value.toIntExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("longRangeContains")
public operator fun ClosedRange<Long>.contains(value: Float): Boolean {
    return value.toLongExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("byteRangeContains")
public operator fun ClosedRange<Byte>.contains(value: Float): Boolean {
    return value.toByteExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("shortRangeContains")
public operator fun ClosedRange<Short>.contains(value: Float): Boolean {
    return value.toShortExactOrNull().let { if (it != null) contains(it) else false }
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@kotlin.jvm.JvmName("floatRangeContains")
public operator fun ClosedRange<Float>.contains(value: Float): Boolean {
    return contains(value.toFloat())
}

```
and is going to be removed.\n\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange\<Short\>.contains(value: Float): Boolean {\n    return value.toShortExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false }\n    }\n\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange\<Double\>.contains(value: Float): Boolean {\n    return contains(value.toDouble())\n} \n
@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange\<Long\>.contains(value: Int): Boolean {\n    return contains(value.toLong())\n} \n
@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange\<Byte\>.contains(value: Int): Boolean {\n    return value.toByteExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false }\n    }\n\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange\<Short\>.contains(value: Int): Boolean {\n    return value.toShortExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false }\n    }\n\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange\<Double\>.contains(value: Int): Boolean {\n    return contains(value.toDouble())\n} \n
@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange\<Long\>.contains(value: Int): Boolean {\n    return contains(value.toLong())\n} \n
@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange\<Byte\>.contains(value: Int): Boolean {\n    return value.toByteExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false }\n    }\n\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange\<Short\>.contains(value: Long): Boolean {\n    return value.toShortExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false }\n    }\n\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange\<Double\>.contains(value: Long): Boolean {\n    return contains(value.toDouble())\n} \n
@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange\<Long\>.contains(value: Long): Boolean {\n    return contains(value.toLong())\n} \n
@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange\<Byte\>.contains(value: Long): Boolean {\n    return value.toByteExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false }\n    }\n\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange\<Short\>.contains(value: Long): Boolean {\n    return value.toShortExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false }\n    }\n\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange\<Double\>.contains(value: Long): Boolean {\n    return contains(value.toDouble())\n} \n
@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange\<Long\>.contains(value: Long): Boolean {\n    return contains(value.toLong())\n} \n
@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange\<Byte\>.contains(value: Long): Boolean {\n    return value.toByteExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false }\n    }\n\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange\<Short\>.contains(value: Double): Boolean {\n    return value.toDouble().let { \n        if (it != null) \n            contains(it) \n        else false }\n    }\n\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange\<Double\>.contains(value: Double): Boolean {\n    return contains(value.toDouble())\n} \n
@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange\<Long\>.contains(value: Double): Boolean {\n    return contains(value.toLong())\n} \n
@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange\<Byte\>.contains(value: Double): Boolean {\n    return value.toByteExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false }\n    }\n\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange\<Short\>.contains(value: Float): Boolean {\n    return value.toFloat().let { \n        if (it != null) \n            contains(it) \n        else false }\n    }\n\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange\<Double\>.contains(value: Float): Boolean {\n    return contains(value.toDouble())\n} \n
@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange\<Long\>.contains(value: Float): Boolean {\n    return contains(value.toLong())\n} \n
@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange\<Byte\>.contains(value: Float): Boolean {\n    return value.toByteExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false }\n    }\n\n@kotlin.jvm.JvmName("shortRangeContains")\npublic operator fun ClosedRange\<Short\>.contains(value: Double): Boolean {\n    return value.toDouble().let { \n        if (it != null) \n            contains(it) \n        else false }\n    }\n\n@kotlin.jvm.JvmName("doubleRangeContains")\npublic operator fun ClosedRange\<Double\>.contains(value: Double): Boolean {\n    return contains(value.toDouble())\n} \n
@kotlin.jvm.JvmName("longRangeContains")\npublic operator fun ClosedRange\<Long\>.contains(value: Double): Boolean {\n    return contains(value.toLong())\n} \n
@kotlin.jvm.JvmName("byteRangeContains")\npublic operator fun ClosedRange\<Byte\>.contains(value: Double): Boolean {\n    return value.toByteExactOrNull().let { \n        if (it != null) \n            contains(it) \n        else false }\n    }\n
* The [to] value should be less than or equal to ‘this’ value.

```kotlin
public infix fun Int.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}
```

```kotlin
public infix fun Short.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}
```

```kotlin
public infix fun Byte.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1)
}
```

```kotlin
public infix fun Long.downTo(to: Long): LongProgression {
    return LongProgression.fromClosedRange(this.toLong(), to.toLong(), -1L)
}
```

```kotlin
public infix fun Int.downTo(to: Short): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}
```

```kotlin
public infix fun Short.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}
```

```kotlin
public infix fun Int.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}
```

```kotlin
public infix fun Long.downTo(to: Int): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}
```

```kotlin
public infix fun Int.downTo(to: Int): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}
```

```kotlin
public infix fun Short.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}
```

```kotlin
public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}
```

```kotlin
public infix fun Long.downTo(to: Byte): LongProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L)
}
```

```kotlin
public infix fun Int.downTo(to: Byte): IntProgression {
    return IntProgression.fromClosedRange(this, to.toInt(), -1)
}
```

```kotlin
public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to)
}
```

```kotlin
public infix fun Int.downTo(to: Long): IntProgression {
    return IntProgression.fromClosedRange(this, to.longValue(), -1)
}
```

```kotlin
public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to)
}
```

```kotlin
public infix fun Int.downTo(to: Long): IntProgression {
    return IntProgression.fromClosedRange(this, to.longValue(), -1)
}
```

```kotlin
public infix fun Byte.downTo(to: Char): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}
```

```kotlin
public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to)
}
```

```kotlin
public infix fun Int.downTo(to: Float): IntProgression {
    return IntProgression.fromClosedRange(this, to.floatValue(), -1)
}
```

```kotlin
public infix fun Int.downTo(to: Float): IntProgression {
    return IntProgression.fromClosedRange(this, to.floatValue(), -1)
}
```

```kotlin
public infix fun Byte.downTo(to: Char): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}
```

```kotlin
public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to)
}
```

```kotlin
public infix fun Int.downTo(to: Float): IntProgression {
    return IntProgression.fromClosedRange(this, to.floatValue(), -1)
}
```

```kotlin
public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to)
}
```

```kotlin
public infix fun Int.downTo(to: Float): IntProgression {
    return IntProgression.fromClosedRange(this, to.floatValue(), -1)
}
```

```kotlin
public infix fun Int.downTo(to: Float): IntProgression {
    return IntProgression.fromClosedRange(this, to.floatValue(), -1)
}
```

```kotlin
public infix fun Byte.downTo(to: Char): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}
```

```kotlin
public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to)
}
```

```kotlin
public infix fun Int.downTo(to: Float): IntProgression {
    return IntProgression.fromClosedRange(this, to.floatValue(), -1)
}
```

```kotlin
public infix fun Int.downTo(to: Float): IntProgression {
    return IntProgression.fromClosedRange(this, to.floatValue(), -1)
}
```

```kotlin
public infix fun Byte.downTo(to: Char): IntProgression {
    return IntProgression.fromClosedRange(this, to, -1)
}
```

```kotlin
public infix fun Char.downTo(to: Char): CharProgression {
    return CharProgression.fromClosedRange(this, to)
}
```

```kotlin
public infix fun Int.downTo(to: Float): IntProgression {
    return IntProgression.fromClosedRange(this, to.floatValue(), -1)
}
```
IntProgression.fromClosedRange(this, to.toInt(), -1).n n n n n * Returns a progression from this value down to the specified [to] value with the step -1. n n The [to] value should be less than or equal to 'this' value.n n * If the [to] value is greater than 'this' value the returned progression is empty.n n * /n

public infix fun Long.downTo(to: Short): IntProgression {
    return LongProgression.fromClosedRange(this, to.toLong(), -1L).n n n n n * Returns a progression from this value down to the specified [to] value with the step -1. n n The [to] value should be less than or equal to 'this' value.n n * If the [to] value is greater than 'this' value the returned progression is empty.n n * /n

IntProgression.fromClosedRange(this.toInt(), to.toInt(), -1).n n n n n * Returns a progression from this value down to the specified [to] value with the step -1. n n The [to] value should be less than or equal to 'this' value.n n * If the [to] value is greater than 'this' value the returned progression is empty.n n * /n

IntProgression.fromClosedRange(last, first, -step).n n n n n * Returns a progression that goes over the same range in the opposite direction with the same step.n n * /n

IntProgression.reversed(): IntProgression {
    return IntProgression.fromClosedRange(last, first, -step).n n n n n * Returns a progression that goes over the same range in the opposite direction with the same step.n n * /n

IntProgression.step(step: Int): IntProgression {
    checkStepIsPositive(step > 0, step)
    return IntProgression.fromClosedRange(first, last, if (this.step > 0) step else -step).n n n n n * Returns a progression that goes over the same range with the given step.n n * /n

IntProgression.step(step: Long): LongProgression {
    checkStepIsPositive(step > 0, step)
    return LongProgression.fromClosedRange(first, last, if (this.step > 0) step else -step).n n n n n * Returns a progression that goes over the same range with the given step.n n * /n

CharProgression.reversed(): CharProgression {
    return CharProgression.fromClosedRange(last, first, -step).n n n n n * Returns a progression that goes over the same range in the opposite direction with the same step.n n * /n

CharProgression.step(step: Int): CharProgression {
    checkStepIsPositive(step > 0, step)
    return CharProgression.fromClosedRange(first, last, if (this.step > 0) step else -step).n n n n n * Returns a progression that goes over the same range with the given step.n n * /n

Byte.MIN_VALUE.toInt().Byte.MAX_VALUE.toInt()) this.toByte() else null}.n ninternal fun Long.toByteExactOrNull(): Byte? {
    return if (this in Byte.MIN_VALUE.toInt()..Byte.MAX_VALUE.toInt()) this.toByte() else null}.n

Short.toByteExactOrNull(): Byte? {
    return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt()) this.toByte() else null}.n

Int.toShortExactOrNull(): Short? {
    return if (this in Short.MIN_VALUE.toInt()..Short.MAX_VALUE.toInt()) this.toShort() else null}.n

Int.toIntExactOrNull(): Int? {
    return if (this in Int.MIN_VALUE.toLong()..Int.MAX_VALUE.toLong()) this.toInt() else null}.n

Long.toLongExactOrNull(): Long? {
    return if (this in Long.MIN_VALUE.toDouble()..Long.MAX_VALUE.toDouble()) this.toLong() else null}.n

Float.toFloatExactOrNull(): Float? {
    return if (this in Float.MIN_VALUE.toDouble()..Float.MAX_VALUE.toDouble()) this.toFloat() else null}.n

Double.toLongExactOrNull(): Long? {
    return if (this in Double.MIN_VALUE.toDouble()..Double.MAX_VALUE.toDouble()) this.toLong() else null}.n

Double.toFloatExactOrNull(): Float? {
    return if (this in Double.MIN_VALUE.toDouble()..Double.MAX_VALUE.toDouble()) this.toFloat() else null}.n

Float.toLongExactOrNull(): Long? {
    return if (this in Float.MIN_VALUE.toDouble()..Float.MAX_VALUE.toDouble()) this.toLong() else null}.n

Float.toShortExactOrNull(): Short? {
    return if (this in Float.MIN_VALUE.toDouble()..Float.MAX_VALUE.toDouble()) this.toShort() else null}.n

Double.toShortExactOrNull(): Short? {
    return if (this in Double.MIN_VALUE.toDouble()..Double.MAX_VALUE.toDouble()) this.toShort() else null}.n

Long.toShortExactOrNull(): Short? {
    return if (this in Long.MIN_VALUE.toDouble()..Long.MAX_VALUE.toDouble()) this.toShort() else null}.n

Long.toIntExactOrNull(): Int? {
    return if (this in Long.MIN_VALUE.toLong()..Long.MAX_VALUE.toLong()) this.toInt() else null}.n

Double.toIntExactOrNull(): Int? {
    return if (this in Double.MIN_VALUE.toLong()..Double.MAX_VALUE.toLong()) this.toInt() else null}.n

Float.toIntExactOrNull(): Int? {
    return if (this in Float.MIN_VALUE.toLong()..Float.MAX_VALUE.toLong()) this.toInt() else null}.n

Double.toByteExactOrNull(): Byte? {
    return if (this in Double.MIN_VALUE.toByte()..Double.MAX_VALUE.toByte()) this.toByte() else null}.n

Long.toByteExactOrNull(): Byte? {
    return if (this in Long.MIN_VALUE.toByte()..Long.MAX_VALUE.toByte()) this.toByte() else null}.n

Float.toByteExactOrNull(): Byte? {
    return if (this in Float.MIN_VALUE.toByte()..Float.MAX_VALUE.toByte()) this.toByte() else null}.n

Double.toLongExactOrNull(): Long? {
    return if (this in Double.MIN_VALUE.toLong()..Double.MAX_VALUE.toLong()) this.toLong() else null}.n

Double.toShortExactOrNull(): Short? {
    return if (this in Double.MIN_VALUE.toShort()..Double.MAX_VALUE.toShort()) this.toShort() else null}.n

Float.toShortExactOrNull(): Short? {
    return if (this in Float.MIN_VALUE.toShort()..Float.MAX_VALUE.toShort()) this.toShort() else null}.n

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public infix fun Short.until(to: Short): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * If the [to] value is less than or equal to ‘this’ value, then the returned range is empty.\n */
public infix fun Int.until(to: Int): IntRange {
    if (to <= Int.MIN_VALUE) return IntRange.EMPTY
    return this.toInt() .. (to - 1).toInt() toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n */
public infix fun Char.until(to: Char): CharRange {
    if (to <= Char.MIN_VALUE) return CharRange.EMPTY
    return this .. (to - 1).toChar()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n * If the [to] value is less than or equal to ‘this’ value, then the returned range is empty.\n */
public infix fun Long.until(to: Long): LongRange {
    return this .. (to.toLong() - 1).toLong()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n */
public infix fun Float.until(to: Float): FloatRange {
    return this .. (to - 1).toFloat()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n */
public infix fun Double.until(to: Double): DoubleRange {
    return this .. (to - 1).toDouble()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n */
public infix fun Byte.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n */
public infix fun Short.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n */
public infix fun Byte.until(to: Short): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n */
public infix fun Short.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n */
public infix fun Byte.until(to: Short): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n */
public infix fun Short.until(to: Byte): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}

/**
 * Returns a range from this value up to but excluding the specified [to] value.\n */
public infix fun Byte.until(to: Short): IntRange {
    return this.toInt() .. (to.toInt() - 1).toInt()
}


1).toInt()\n\n\n* Ensures that this value is not less than the specified [minimumValue].\n\n* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtLeastComparable\n
T.coerceAtLeast(minimumValue: T): T \n\nreturn if (this < minimumValue) minimumValue else this\n\n* Ensures that this value is not less than the specified [minimumValue].\n\n* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtLeast\n
** Ensures that this value is not less than the specified [minimumValue].\n\n* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtLeast\n
/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun <T : Comparable<T>> T.coerceAtLeast(minimumValue: T): T \n\nreturn if (this < minimumValue) minimumValue else this\n\n* Ensures that this value is not less than the specified [minimumValue].\n\n* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtLeast\n
/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
*/
public fun Byte.coerceAtLeast(minimumValue: Byte):
Byte {\n\nreturn if (this < minimumValue) minimumValue else this\n\n* Ensures that this value is not less than the specified [minimumValue].\n\n* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtLeast\n
/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Short.coerceAtLeast(minimumValue: Short):
Short {\n\nreturn if (this < minimumValue) minimumValue else this\n\n* Ensures that this value is not less than the specified [minimumValue].\n\n* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtLeast\n
/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Int.coerceAtLeast(minimumValue: Int):
Int {\n\nreturn if (this < minimumValue) minimumValue else this\n\n* Ensures that this value is not less than the specified [minimumValue].\n\n* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtLeast\n
/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Long.coerceAtLeast(minimumValue: Long):
Long {\n\nreturn if (this < minimumValue) minimumValue else this\n\n* Ensures that this value is not less than the specified [minimumValue].\n\n* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtLeast\n
/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Float.coerceAtLeast(minimumValue: Float):
Float {\n\nreturn if (this < minimumValue) minimumValue else this\n\n* Ensures that this value is not less than the specified [minimumValue].\n\n* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtLeast\n
/**
 * Ensures that this value is not less than the specified [minimumValue].
 * 
 * @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtLeast
 */
public fun Double.coerceAtLeast(minimumValue: Double):
Double {\n\nreturn if (this < minimumValue) minimumValue else this\n\n* Ensures that this value is not less than the specified [minimumValue].\n\n* @return this value if it's greater than or equal to the [minimumValue] or the [minimumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtLeast\n
/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun <T : Comparable<T>> T.coerceAtMost(maximumValue: T): T \n\nreturn if (this > maximumValue) maximumValue else this\n\n* Ensures that this value is not greater than the specified [maximumValue].\n\n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtMost\n
/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Byte.coerceAtMost(maximumValue: Byte):
Byte {\n\nreturn if (this > maximumValue) maximumValue else this\n\n* Ensures that this value is not greater than the specified [maximumValue].\n\n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtMost\n
/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Short.coerceAtMost(maximumValue: Short):
Short {\n\nreturn if (this > maximumValue) maximumValue else this\n\n* Ensures that this value is not greater than the specified [maximumValue].\n\n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtMost\n
/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Int.coerceAtMost(maximumValue: Int):
Int {\n\nreturn if (this > maximumValue) maximumValue else this\n\n* Ensures that this value is not greater than the specified [maximumValue].\n\n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtMost\n
/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Long.coerceAtMost(maximumValue: Long):
Long {\n\nreturn if (this > maximumValue) maximumValue else this\n\n* Ensures that this value is not greater than the specified [maximumValue].\n\n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtMost\n
/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Float.coerceAtMost(maximumValue: Float):
Float {\n\nreturn if (this > maximumValue) maximumValue else this\n\n* Ensures that this value is not greater than the specified [maximumValue].\n\n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtMost\n
/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Double.coerceAtMost(maximumValue: Double):
Double {\n\nreturn if (this > maximumValue) maximumValue else this\n\n* Ensures that this value is not greater than the specified [maximumValue].\n\n* @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.\n\n* @sample samples.comparisons.ComparableOps.coerceAtMost\n
/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * 
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * 
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun
Float.coerceAtMost(maximumValue: Float): Float {
    return if (this > maximumValue) maximumValue else
        this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMost
 */
public fun Double.coerceAtMost(maximumValue: Double): Double {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..<maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceInRange
 */
public fun T.coerceIn(minimumValue: T?, maximumValue: T?): T {
    if (minimumValue == null && maximumValue == null) {
        return this
    } else {
        return if (maximumValue != null) {
            if (this > maximumValue) return maximumValue
        } else {
            return if (minimumValue != null) {
                if (this < minimumValue) return minimumValue
            } else {
                return if (minimumValue != null) {
                    if (this < minimumValue) return minimumValue
                } else {
                    if (maximumValue != null) {
                        if (this > maximumValue) return maximumValue
                    } else {
                        return this
                    }
                }
            }
        }
    }
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..<maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceInRange
 */
public fun Byte.coerceIn(minimumValue: Byte, maximumValue: Byte): Byte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..<maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceInRange
 */
public fun Short.coerceIn(minimumValue: Short, maximumValue: Short): Short {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..<maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceInRange
 */
public fun Int.coerceIn(minimumValue: Int, maximumValue: Int): Int {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..<maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceInRange
 */
public fun Long.coerceIn(minimumValue: Long, maximumValue: Long): Long {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..<maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceInRange
 */
public fun Float.coerceIn(minimumValue: Float, maximumValue: Float): Float {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) throw IllegalArgumentExeption("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    return this
return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range
 * \([minimumValue, \ldots maximumValue]\).\n * \n * @return this value if it's in the range, or, \[minimumValue\] if this value is less than \[minimumValue\], or \[maximumValue\] if this value is greater than \[maximumValue\].\n * \n * @param samples.comparisons.ComparableOps.coerceIn\n * @sample samples.comparisons.ComparableOps.coerceIn\n */
public fun Double.coerceIn(minimumValue: Double, maximumValue: Double): Double {
    return when {
        this < minimumValue -> minimumValue
        this > maximumValue -> maximumValue
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified range: \$range.\n * \n * @return this value if it's in the range, or \[range.start\] if this value is less than \[range.start\], or \[range.endInclusive\] if this value is greater than \[range.endInclusive\].\n * \n * @sample samples.comparisons.ComparableOps.coerceInFloatingPointRange\n */
public fun <T : Comparable<T>> T.coerceIn(range: ClosedFloatingPointRange<T>): T {
    return when {
        range.isEmpty() -> throw IllegalArgumentException("Cannot coerce value to an empty range: \$range.\n")
        this < range.start -> range.start
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified range: \$range.\n * \n * @return this value if it's in the range, or \[range.start\] if this value is less than \[range.start\], or \[range.endInclusive\] if this value is greater than \[range.endInclusive\].\n * \n * @sample samples.comparisons.ComparableOps.coerceInComparable\n */
public fun <T : Comparable<T>> T.coerceIn(range: ClosedRange<T>): T {
    return when {
        range.isEmpty() -> throw IllegalArgumentException("Cannot coerce value to an empty range: \$range.\n")
        this < range.start -> range.start
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified range: \$range.\n * \n * @return this value if it's in the range, or \[range.start\] if this value is less than \[range.start\], or \[range.endInclusive\] if this value is greater than \[range.endInclusive\].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */
public fun Int.coerceIn(range: ClosedRange<Int>): Int {
    return when {
        range.isEmpty() -> throw IllegalArgumentException("Cannot coerce value to an empty range: \$range.\n")
        this < range.start -> range.start
        else -> this
    }
}

/**
 * Ensures that this value lies in the specified range: \$range.\n * \n * @return this value if it's in the range, or \[range.start\] if this value is less than \[range.start\], or \[range.endInclusive\] if this value is greater than \[range.endInclusive\].\n * \n * @sample samples.comparisons.ComparableOps.coerceIn\n */
public fun Long.coerceIn(range: ClosedRange<Long>): Long {
    return when {
        range.isEmpty() -> throw IllegalArgumentException("Cannot coerce value to an empty range: \$range.\n")
        this < range.start -> range.start
        else -> this
    }
}

/*
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 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@ExperimentalUnsignedTypes
public inline class UByte @PublishedApi internal constructor(@PublishedApi internal val data: Byte) : Comparable<UByte> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UByte can have.\n         */
        public const val MIN_VALUE: UByte = UByte(0)

        /**
         * A constant holding the maximum value an instance of UByte can have.\n         */
        public const val MAX_VALUE: UByte = UByte(-1)

        /**
         * The number of bytes used to represent an instance of UByte in a binary form.\n         */
        public const val SIZE_BYTES: Int = 1

        /**
         * The number of bits used to represent an instance of UByte in a binary form.\n         */
        public const val SIZE_BITS: Int = 8
    }

    /*
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     */

}
specified value for order.
* Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
* or a positive number if it's greater than other.
* `compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())` /*
* Compares this value with the specified value for order.
* Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
* or a positive number if it's greater than other.
* `compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())` /*
* Compares this value with the specified value for order.
* Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
* or a positive number if it's greater than other.
* `compareTo(other: UInt): Int = this.toUInt().compareTo(other)` /*
* Compares this value with the specified value for order.
* Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
* or a positive number if it's greater than other.
* `compareTo(other: ULong): Int = this.toULong().compareTo(other)` /*
* Compares this value with the specified value for order.
* Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
* or a positive number if it's greater than other.
* `plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())` /*
* Adds the other value to this value.
* `plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())` /*
* Adds the other value to this value.
* `plus(other: UInt): UInt = this.toUInt().plus(other)` /*
* Adds the other value to this value.
* `plus(other: ULong): ULong = this.toULong().plus(other)` /*
* Adds the other value to this value.
* `minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())` /*
* Subtracts the other value from this value.
* `minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())` /*
* Subtracts the other value from this value.
* `minus(other: UInt): UInt = this.toUInt().minus(other)` /*
* Subtracts the other value from this value.
* `minus(other: ULong): ULong = this.toULong().minus(other)` /*
* Subtracts the other value from this value.
* `times(other: UByte): UInt = this.toUInt().times(other.toUInt())` /*
* Multiplies this value by the other value.
* `times(other: UShort): UInt = this.toUInt().times(other.toUInt())` /*
* Multiplies this value by the other value.
* `times(other: UInt): UInt = this.toUInt().times(other)` /*
* Multiplies this value by the other value.
* `times(other: ULong): ULong = this.toULong().times(other)` /*
* Multiplies this value by the other value.
* `div(other: UByte): UInt = this.toUInt().div(other.toUInt())` /*
* Divides this value by the other value.
* `div(other: UShort): UInt = this.toUInt().div(other.toUInt())` /*
* Divides this value by the other value.
* `div(other: UInt): UInt = this.toUInt().div(other)` /*
* Divides this value by the other value.
* `div(other: ULong): ULong = this.toULong().div(other)` /*
* Divides this value by the other value.
* `rem(other: UByte): UInt = this.toUInt().rem(other.toUInt())` /*
* Calculates the remainder of dividing this value by the other value.
* `rem(other: UShort): UInt = this.toUInt().rem(other.toUInt())` /*
* Calculates the remainder of dividing this value by the other value.
* `rem(other: UInt): UInt = this.toUInt().rem(other)` /*
* Calculates the remainder of dividing this value by the other value.
* `rem(other: ULong): ULong = this.toULong().rem(other)` /*
* Calculates the remainder of dividing this value by the other value.
* `inc(): UByte = UByte(data.inc())` /*
* Increments this value.
* `dec(): UByte = UByte(data.dec())` /*
* Decrements this value.
Creates a range from this value to the specified [other] value. *

    @kotlin.internal.InlineOnly
    public inline fun rangeTo(other: UByte): UIntRange = UIntRange(this.toUInt(), other.toUInt())

    /** Performs a bitwise AND operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun and(other: UByte): UByte = UByte(data.and(other.data))

    /** Performs a bitwise OR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun or(other: UByte): UByte = UByte(data.or(other.data))

    /** Performs a bitwise XOR operation between the two values. */
    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: UByte): UByte = UByte(data.xor(other.data))

    /** Inverts the bits in this value. */
    @kotlin.internal.InlineOnly
    public inline fun inv(): UByte = UByte(data.inv())

    /** Converts this [UByte] value to [Byte]. */
    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data

    /** Converts this [UByte] value to [Short]. */
    @kotlin.internal.InlineOnly
    public inline fun toShort(): Short = data.toShort() and 0xFF

    /** Converts this [UByte] value to [Int]. */
    @kotlin.internal.InlineOnly
    public inline fun toInt(): Int = data.toInt() and 0xFF

    /** Converts this [UByte] value to [Long]. */
    @kotlin.internal.InlineOnly
    public inline fun toLong(): Long = data.toLong() and 0xFF

    /** Converts this [UByte] value to [Float]. */
    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = this.toInt().toFloat()

    /** Converts this [UByte] value to [Double]. */
    @kotlin.internal.InlineOnly
    public inline fun toDouble(): Double = this.toInt().toDouble()

    public override fun toString(): String = toUByte().toString()
this `Short` value.

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\n\public inline fun Short.toUByte(): UByte = UByte(this.toByte())

*\@SinceKotlin("1.3\")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\n\public inline fun Long.toUByte(): UByte = UByte(this.toByte())

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toUByte(): UByte = UByte(this.toByte())

/**
 * Converts this `Int` value to `UByte`. The resulting `UByte` value represents
 * the same numerical value as this `Int`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Int.toUByte(): UByte = UByte(this.toByte())

/**
 * Converts this `Long` value to `UByte`. The resulting `UByte` value represents
 * the same numerical value as this `Long`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Long.toUByte(): UByte = UByte(this.toByte())

/*
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 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UInt @PublishedApi internal constructor(@PublishedApi internal val data: Int) : Comparable<UInt> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UInt can have.
         * The number of bits used to represent an instance of UInt in a binary form.
         * A constant holding the maximum value an instance of UInt can have.
         * The number of bits used to represent an instance of UInt in a binary form.
         */
        public const val MIN_VALUE: UInt = UInt(0)
        public const val MAX_VALUE: UInt = UInt(-1)
        public const val SIZE_BYTES: Int = 4
        public const val SIZE_BITS: Int = 32
    }

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toUInt())

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: UInt): UInt = UInt(this.data.compareTo(other.data))

    /**
     * Compares this value with the specified value for order.
     * Returns zero if this value is equal to the specified other value, a negative number if it's less than other, or a positive number if it's greater than other.
     */
    @kotlin.internal.InlineOnly
    public inline operator fun compareTo(other: ULong): ULong = this.compareTo(other.toULong())

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UByte): UInt = this plus other

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UShort): UInt = this plus other

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: UInt): UInt = this plus other

    /** Adds the other value to this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun plus(other: ULong): ULong = this plus other

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UByte): UInt = this minus other

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UShort): UInt = this minus other

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: UInt): UInt = this minus other

    /** Subtracts the other value from this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun minus(other: ULong): ULong = this minus other
this.toULong().minus(other))

/** Multiplies this value by the other value. */
public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())

/** Multiplies this value by the other value. */
public inline operator fun times(other: UShort): UInt = this.times(other.toUInt())

/** Multiplies this value by the other value. */
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

/** Divides this value by the other value. */
public inline operator fun div(other: UByte): UInt = this.div(other.toUInt())

/** Divides this value by the other value. */
public inline operator fun div(other: UShort): UInt = this.div(other.toUInt())

/** Divides this value by the other value. */
public inline operator fun div(other: ULong): ULong = this.toULong().div(other)

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun rem(other: UByte): UInt = this.rem(other.toUInt())

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun rem(other: UShort): UInt = this.rem(other.toUInt())

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)

/** Increments this value. */
public inline operator fun inc(): UInt = UInt(data.inc())

/** Decrements this value. */
public inline operator fun dec(): UInt = UInt(data.dec())

/** Performs a bitwise AND operation between the two values. */
public inline operator fun and(other: UInt): UInt = this.data and other.data

/** Performs a bitwise OR operation between the two values. */
public inline operator fun or(other: UInt): UInt = this.data or other.data

/** Performs a bitwise XOR operation between the two values. */
public inline operator fun xor(other: UInt): UInt = UInt(this.data xor other.data)

/** Shifts this value to the specified [other] value. */
public inline operator fun rangeTo(other: UInt): UIntRange = UIntRange(this, other)

/** Creates a range from this value to the specified [other] value. */
public inline operator fun rangeTo(other: ULong): UIntRange = UIntRange(this, other)

/** Shifts this value right by the [bitCount] number of bits. */
public inline operator fun shr(bitCount: Int): UInt = UInt(data ushr bitCount)

/** Shifts this value left by the [bitCount] number of bits. */
public inline operator fun shl(bitCount: Int): UInt = UInt(data shl bitCount)

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun rem(other: UShort): UInt = this.rem(other.toUInt())

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun rem(other: UByte): UInt = this.rem(other.toUInt())

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun div(other: ULong): ULong = this.toULong().div(other)

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun div(other: UInt): UInt = uintDivide(this, other)

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun div(other: UShort): UInt = this.div(other.toUInt())

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun div(other: UByte): UInt = this.div(other.toUInt())

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: UInt): UInt = this.times(other.toUInt())

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: UShort): UInt = this.times(other.toUInt())

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: UByte): UInt = this.times(other.toUInt())

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: Long): Int = this.data times(other)

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: Short): Int = data times(other)

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: Byte): Byte = data.toByte()

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: Int): Int = this.data times(other)

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: Long): Int = this.data times(other)

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: Short): Int = this.data times(other)

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: Byte): Byte = data.toByte()

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: Int): Int = this.data times(other)

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: Long): Int = this.data times(other)

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: Short): Int = this.data times(other)

/** Calculates the remainder of dividing this value by the other value. */
public inline operator fun times(other: Byte): Byte = data.toByte()
Long = data.toLong() and 0xFFFF_FFFF
    /**
     * Converts this [UInt] value to [UByte].
     * The resulting `UByte` value represents the same numerical value
     * as this `UInt`.
     */
    public inline fun toUByte(): UByte = data.toUByte() //**
    /**
     * Converts this [UInt] value to [UShort].
     * The resulting `UShort` value represents the same numerical value
     * as this `UInt`.
     */
    @kotlin.internal.InlineOnly
    public inline fun toUShort(): UShort = data.toUShort()
    /** Returns this value. */
    @kotlin.internal.InlineOnly
    public inline fun toUInt(): UInt = this
    /**
     * Converts this [UInt] value to [ULong].
     * The resulting `ULong` value represents the same numerical value
     * as this `UInt`.
     */
    @kotlin.internal.InlineOnly
    public inline fun toULong(): ULong = ULong(data.toLong() and 0xFFFF_FFFF)

    /**
     * Converts this [UInt] value to [Float].
     * The fractional part, if any, is rounded down towards zero.
     * Returns zero if this `Float` value is negative or `NaN`.
     */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public inline fun Float.toUInt(): UInt = doubleToUInt(this.toDouble())

    /**
     * Converts this [UInt] value to [Double].
     * The fractional part, if any, is rounded down towards zero.
     * Returns zero if this `Double` value is negative or `NaN`.
     */
    @SinceKotlin("1.3")
    @ExperimentalUnsignedTypes
    @kotlin.internal.InlineOnly
    public inline fun Double.toUInt(): UInt = doubleToUInt(this)

    // Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")

SinceKotlin("1.3\")\n@ExperimentalUnsignedTypes\npublic inline class UShort @PublishedApi internal
constructor(@PublishedApi internal val data: Short) : Comparable<UShort> {

    companion object {
        /**
         * A constant holding the minimum value an instance of UShort can have.
         */
        public const val MIN_VALUE: UShort = UShort(0)

        /**
         * A constant holding the maximum value an instance of UShort can have.
         */
        public const val MAX_VALUE: UShort = UShort(-1)

        /**
         * The number of bytes used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BYTES: Int = 2

        /**
         * The number of bits used to represent an instance of UShort in a binary form.
         */
        public const val SIZE_BITS: Int = 16

        /**
         * Compares this value with the specified value for order.
         */
        @Suppress("OVERRIDE_BY_INLINE")
        public override inline operator fun compareTo(other: UByte): Int = this.toInt().compareTo(other.toInt())

        /**
         * Compares this value with the specified value for order.
         */
        @Suppress("OVERRIDE_BY_INLINE")
        public inline operator fun compareTo(other: UShort): Int = this.toInt().compareTo(other.toInt())

        /**
         * Compares this value with the specified value for order.
         */
        public inline operator fun compareTo(other: UInt): Int = this.toUInt().compareTo(other)

        /**
         * Compares this value with the specified value for order.
         */
        public inline operator fun compareTo(other: ULong): Int = this.toULong().compareTo(other)

        /** Adds the other value to this value. */
        public inline operator fun plus(other: UByte): UInt = this.toUInt().plus(other.toUInt())

        /** Adds the other value to this value. */
        public inline operator fun plus(other: UShort): UInt = this.toUInt().plus(other.toUInt())

        /** Adds the other value to this value. */
        public inline operator fun plus(other: UInt): UInt = this.toUInt().plus(other)

        /** Adds the other value to this value. */
        public inline operator fun plus(other: ULong): ULong = this.toULong().plus(other)

        /** Subtracts the other value from this value. */
        public inline operator fun minus(other: UByte): UInt = this.toUInt().minus(other.toUInt())

        /** Subtracts the other value from this value. */
        public inline operator fun minus(other: UShort): UInt = this.toUInt().minus(other.toUInt())

        /** Subtracts the other value from this value. */
        public inline operator fun minus(other: UInt): UInt = this.toUInt().minus(other)

        /** Subtracts the other value from this value. */
        public inline operator fun minus(other: ULong): ULong = this.toULong().minus(other)

        /** Multiplies this value by the other value. */
        public inline operator fun times(other: UByte): UInt = this.toUInt().times(other.toUInt())

        /** Multiplies this value by the other value. */
        public inline operator fun times(other: UShort): UInt = this.toUInt().times(other.toUInt())

        /** Multiplies this value by the other value. */
        public inline operator fun times(other: UInt): UInt = this.toUInt().times(other)

        /** Multiplies this value by the other value. */
        public inline operator fun times(other: ULong): ULong = this.toULong().times(other)

        /** Divides this value by the other value. */
        public inline operator fun div(other: UByte): UInt = this.toUInt().div(other.toUInt())

        /** Divides this value by the other value. */
        public inline operator fun div(other: UShort): UInt = this.toUInt().div(other.toUInt())

        /** Divides this value by the other value. */
        public inline operator fun div(other: UInt): UInt = this.toUInt().div(other)

        /** Divides this value by the other value. */
        public inline operator fun div(other: ULong): ULong = this.toULong().div(other)

        /** Calculates the remainder of dividing this value by the other value. */
        public inline operator fun rem(other:
UByte): UInt = this.toUInt().rem(other.toUInt())
     *\n     * Calculates the remainder of dividing this value by the other value. */\n     *\n     @kotlin.internal.InlineOnly\n     * public inline operator fun rem(other: UShort): UInt =\n     * this.toUInt().rem(other.toUInt())  /** Calculates the remainder of dividing this value by the other value. */\n     *\n     @kotlin.internal.InlineOnly\n     * public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)  /** Calculates the remainder of dividing this value by the other value. */\n     *\n     @kotlin.internal.InlineOnly\n     * public inline operator fun rem(other: UShort): UShort =\n     * UShort = this.toULong().rem(other)  /** Calculates the remainder of dividing this value by the other value. */\n     *\n     * The resulting `Double` value represents the same numerical value as this `UShort`.\n     */\n     *\n     * The resulting `Float` value represents the same numerical value as this `UShort`.\n     */\n     @kotlin.internal.InlineOnly\n     * public inline infix fun xor(other: UShort): UShort =\n     * UShort(xor = other.data)
     /** Inverts the bits in this value. */\n     @kotlin.internal.InlineOnly\n     * public inline infix fun inv(): UShort = this
     /** Calculates a range from this value to the specified [other] value. */\n     @kotlin.internal.InlineOnly\n     * UByte = UByte(data.inv())\n     **/\n     * Inverts the bits in this value. */\n     @kotlin.internal.InlineOnly\n     * public inline infix fun inv(): UByte = data.toUByte()
     /** Calculates the remainder of dividing this value by the other value. */\n     @kotlin.internal.InlineOnly\n     * public inline operator fun rem(other: UByte): UByte = this.toUInt().rem(other.toUInt())\n     **/\n     * Calculates the remainder of dividing this value by the other value. */\n     *\n     @kotlin.internal.InlineOnly\n     * public inline operator fun rem(other: UInt): UInt =\n     * this.toUInt().rem(other.toUInt())\n     **/\n     * Calculates the remainder of dividing this value by the other value. */\n     *\n     @kotlin.internal.InlineOnly\n     * public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)\n     **/\n     * Calculates the remainder of dividing this value by the other value. */\n     *\n     @kotlin.internal.InlineOnly\n     * public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)\n     **/\n     * Calculates the remainder of dividing this value by the other value. */\n     *\n     * The resulting `Double` value represents the same numerical value as this `UShort`.\n     */\n     *\n     * The resulting `Float` value represents the same numerical value as this `UShort`.\n     */\n     @kotlin.internal.InlineOnly\n     * public inline operator fun rem(other: UShort): UShort =\n     * UShort = this.toULong().rem(other)\n     **/\n     * Calculates the remainder of dividing this value by the other value. */\n     *\n     @kotlin.internal.InlineOnly\n     * public inline operator fun rem(other: ULong): ULong = this.toULong().rem(other)\n     **/\n     * Calculates the remainder of dividing this value by the other value. */\n     *\n     * The resulting `Double` value represents the same numerical value as this `UShort`.\n     */\n     *\n     * The resulting `Float` value represents the same numerical value as this `UShort`.\n     */\n     @kotlin.internal.InlineOnly\n     * public inline operator fun rem(other: UShort): UShort =\n     * UShort = this.toULong().rem(other)\n     **/\n     * Calculates the remainder of dividing this value by the other value. */\n     *\n     * The resulting `Double` value represents the same numerical value as this `UShort`.\n     */\n     *\n     * The resulting `Float` value represents the same numerical value as this `UShort`.\n     */
`UShort`.

public inline fun toDouble(): Double = this.toDouble().toDouble()

public override fun toString(): String = toInt().toString()

/**
 * Converts this Byte value to UShort.
 *
 * The least significant 8 bits of the resulting UShort value are the same as the bits of this Byte value,
 * whereas the most significant 8 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Byte.toUShort(): UShort = UShort(this.toShort())

/**
 * Converts this Short value to UShort.
 *
 * The resulting UShort value represents the same numerical value as this Short.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Short.toUShort(): UShort = UShort(this)

/**
 * Converts this Int value to UShort.
 *
 * If this Int value is positive and less than or equals to UShort.MAX_VALUE, the resulting UShort value represents
 * the same numerical value as this Int value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Int.toUShort(): UShort = UShort(this)

/**
 * Converts this Long value to UShort.
 *
 * The resulting UShort value represents the same numerical value as this Long.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun Long.toUShort(): UShort = UShort(this)

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

/**
 * A range of values of type Char.
 */
public class CharRange(start: Char, endInclusive: Char) : CharProgression(start, endInclusive, 1), ClosedRange<Char> {
    override val start: Char get() = first
    override val endInclusive: Char get() = last

    override fun contains(value: Char): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is CharRange &&
        (isEmpty() && other.isEmpty() ||
         first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first + last)

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Char. */
        public val EMPTY: CharRange = CharRange(1.toChar(), 0.toChar())
    }
}

/**
 * A range of values of type Int.
 */
public class IntRange(start: Int, endInclusive: Int) : IntProgression(start, endInclusive, 1), ClosedRange<Int> {
    override val start: Int get() = first
    override val endInclusive: Int get() = last

    override fun contains(value: Int): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is IntRange &&
        (isEmpty() && other.isEmpty() ||
         first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * first xor (first ushr 32)) + (last xor (last ushr 32))

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Int. */
        public val EMPTY: IntRange = IntRange(1, 0)
    }
}

/**
 * A range of values of type Long.
 */
public class LongRange(start: Long, endInclusive: Long) : LongProgression(start, endInclusive, 1), ClosedRange<Long> {
    override val start: Long get() = first
    override val endInclusive: Long get() = last

    override fun contains(value: Long): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is LongRange &&
        (isEmpty() && other.isEmpty() ||
         first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (first xor (first ushr 32)) + (last xor (last ushr 32)))

    override fun toString(): String = "$first..$last"

    companion object {
        /** An empty range of values of type Long. */
        public val EMPTY: LongRange = LongRange(1, 0)
    }
}
package kotlin.collections

import kotlin.contracts.*

internal object EmptyIterator : ListIterator<Nothing> {
    override fun hasNext(): Boolean = false
    override fun hasPrevious(): Boolean = false
    override fun nextIndex(): Int = 0
    override fun previousIndex(): Int = -1
    override fun next(): Nothing = throw NoSuchElementException()
    override fun previous(): Nothing = throw NoSuchElementException()
}

internal object EmptyList : List<Nothing>, Serializable, RandomAccess {
    private const val serialVersionUID: Long = -7390468764508069838L

    override fun equals(other: Any?): Boolean = other is List<*> && other.isEmpty()
    override fun hashCode(): Int = 1
    override fun toString(): String = "[]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun get(index: Int): Nothing = throw IndexOutOfBoundsException("Empty list doesn't contain element at index $index.")
    override fun indexOf(element: Nothing): Int = -1
    override fun lastIndexOf(element: Nothing): Int = -1

    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun listIterator(): ListIterator<Nothing> = EmptyIterator
    override fun listIterator(index: Int): ListIterator<Nothing> {
        if (index != 0) throw IndexOutOfBoundsException("Index: $index")
        return EmptyIterator
    }

    override fun subList(fromIndex: Int, toIndex: Int): List<Nothing> {
        if (fromIndex == 0 && toIndex == 0) return this
        throw IndexOutOfBoundsException("fromIndex: $fromIndex, toIndex: $toIndex")
    }

    private fun readResolve(): Any = EmptyList
}

/**
 * Creates a new read-only list with the given elements.
 * @sample samples.collections.Collections.Lists.mutableList
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> mutableListOf(vararg elements: T): MutableList<T> =
    if (elements.size == 0) ArrayList() else ArrayList(ArrayAsCollection(elements, isVarargs = true))

/**
 * Returns a new read-only list of given elements. The returned list is serializable (JVM).
 * @sample samples.collections.Collections.Lists.emptyList
 */
@kotlin.experimental.ExperimentalTypeInference::class
public fun <T> ArrayList<T>.asCollection(): Collection<T> = this

/**
 * Returns a new read-only list of the given elements.
 * @sample samples.collections.Collections.Lists.emptyList
 */
public fun <T> emptyList(): List<T> = EmptyList

/**
 * Returns a new read-only list of the given elements.
 * @sample samples.collections.Collections.Lists.emptyList
 */
public fun <T> listOf(vararg elements: T): List<T> = if (elements.size > 0) elements.asList() else emptyList()

/**
 * Returns a new read-only list of the given elements.
 * @sample samples.collections.Collections.Lists.emptyList
 */
@kotlin.experimental.ExperimentalTypeInference::class
public fun <T : Any> listOfNotNull(vararg elements: T?): List<T> = elements.filterNotNull()
the specified [size], where each element is calculated by calling the specified\n* [init] function.\n* The function [init] is called for each list element sequentially starting from the first one.\n* It should return the value for a list element given its index.\n* @sample samples.collections.Collections.Lists.readOnlyListFromInitializer\n
*/
@SinceKotlin("1.1")\n@kotlin.internal.InlineOnly\npublic inline fun <T> List(size: Int, init: (index: Int) -> T): List<T> = MutableList(size, init)\n
/**
 * Builds a new read-only [List] by populating a [MutableList] using the given
 * [builderAction] and returning a read-only list with the same elements.\n * The list passed as a receiver to the [builderAction] is valid only inside that function.\n * Using it outside of the function produces an unspecified behavior.\n * @sample samples.collectionsBuilders.Lists.buildListSample\n
*/
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <E> buildList(@BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return ArrayList<E>().apply(builderAction)
}

/**
 * Builds a new read-only [List] by populating a [MutableList]
 * using the given [builderAction] and returning a read-only list with the same elements.\n * The list passed as a receiver to the [builderAction] is valid only inside that function.\n * Using it outside of the function produces an unspecified behavior.\n * [capacity] is used to hint the expected number of elements added in the
 * [builderAction].\n * @throws IllegalArgumentException if the given [capacity] is negative.\n * @sample samples.collectionsBuilders.Lists.buildListSample\n
*/
@SinceKotlin("1.3")\n@ExperimentalStdlibApi\n@kotlin.internal.InlineOnly\npublic inline fun <E> buildList(capacity: Int, @BuilderInference builderAction: MutableList<E>.() -> Unit): List<E> {
    contract {
        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE) }
    return ArrayList<E>(capacity).apply(builderAction)
}

/**
 * Returns an [IntRange] of the valid indices for this
 * collection.\n * @sample samples.collections.Collections.Collections.indicesOfCollection\n */
public val Collection<*>.indices: IntRange
    get() = 0..size - 1

/**
 * Returns the index of the last item in the list or -1 if
 * the list is empty.\n * @sample samples.collections.Collections.Collections.lastIndex\n */
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <T> List<T>.lastIndex: Int
    get() = this.size - 1

/**
 * Returns `true` if the collection is not empty.
 * @sample samples.collections.Collections.Collections.collectionIsNotEmpty\n */
@SinceKotlin("1.3")\n@kotlin.internal.InlineOnly\npublic inline fun <C> C.ifEmpty(defaultValue: () -> R): R where C : Collection<*>, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Checks if all
 * elements in the specified collection are contained in this collection.
 * Allows to overcome type-safety
 * restriction of `containsAll` that requires to pass a collection of type `Collection<E>`.
 * @sample samples.collections.Collections.Collections.containsAll\n */
public inline fun <@kotlin.internal.OnlyInputTypes T>
Collection<T>.containsAll(elements: Collection<T>): Boolean = this.containsAll(elements)

internal fun <T>
List<T>.optimizeReadOnlyList() = when (size) {
    0 -> emptyList()
    1 -> listOf(this[0])
    else ->
       .isVisible * "*" // Searches this list or its range for the provided [element] using the binary search algorithm.
        The list is expected to be sorted into ascending order according to the Comparable natural ordering of its elements. * otherwise the result is undefined.
        If the list contains multiple elements equal to the specified [element], there will be no guarantee which one will be found.
        * null value is considered to be less than any non-null value.
        @return the index of the element, if it is contained in the list within the specified range; * otherwise, the inverted insertion point `(insertion point - 1)`.
        The insertion point is defined as the index at which the element should be inserted, * so that the list (or the specified subrange of list) still remains sorted.
        samples.collections.Collections.Arrays.binarySearch
        samples.collections.Collections.Arrays.binarySearchWithBoundaries
        List<T>.binarySearch(element: T?, fromIndex: Int = 0, toIndex: Int = size): Int {
            rangeCheck(size, fromIndex, toIndex)
            var low = fromIndex
            var high = toIndex - 1
            while (low <= high) {
                var mid = (low + high).ushr(1) // safe from overflows
                val midVal = get(mid)
                val cmp = compareValues(midVal, element)
                if (cmp < 0) low = mid + 1
                else if (cmp > 0) high = mid - 1
                else return mid // key found
            }
            return -(low + 1)  // key not found
        }
        binarySearchWithComparator
        List<T>.binarySearch(element: T, comparator: Comparator<in T>, fromIndex: Int = 0, toIndex: Int = size): Int {
            rangeCheck(size, fromIndex, toIndex)
            var low = fromIndex
            var high = toIndex - 1
            while (low <= high) {
                var mid = (low + high).ushr(1) // safe from overflows
                val midVal = get(mid)
                val cmp = comparator.compare(midVal, element)
                if (cmp < 0) low = mid + 1
                else if (cmp > 0) high = mid - 1
                else return mid // key found
            }
            return -(low + 1)  // key not found
        }
        binarySearchByKey
        List<T>.binarySearchByKey(key: K?, fromIndex: Int = 0, toIndex: Int = size, crossinline selector: (T) -> K?)
            return binarySearch(fromIndex, toIndex) { compareValues(selector(it), key) } // do not introduce this overload --- too rare/inline public fun <T, K : Comparable>
            List<T>.binarySearchByKey(key: K, comparator: Comparator<in K>, fromIndex: Int = 0, toIndex: Int = size, selector: (T) -> K): Int {
                return binarySearch(fromIndex, toIndex) { comparator.compare(selector(it), key) } // do not introduce this overload --- too rare/inline public fun <T, K : Comparable>
            }
        binarySearchBy
        List<T>.binarySearchBy( // do not introduce this overload --- too rare/inline fun <T, K : Comparable>
            key: K?, fromIndex: Int = 0, toIndex: Int = size, crossinline selector: (T) -> K?):
            Int {
                binarySearch(fromIndex, toIndex) { compareValues(selector(it), key) } // do not introduce this overload --- too rare/inline public fun <T, K : Comparable>
            }
        binarySearchWithBoundaries
contains multiple elements for which `comparison` returns zero, there is no guarantee which one will be found. *\n @param comparison function that returns zero when called on the list element being searched. *\n On the elements coming before the target element, the function must return negative values; *\n on the elements coming after the target element, the function must return positive values. *\n @return the index of the found element, if it is contained in the list within the specified range; *\n otherwise, the inverted insertion point (\textquotesingle -insertion point - 1\textquotesingle). *\n The insertion point is defined as the index at which the element should be inserted, *\n so that the list (or the specified subrange of list) still remains sorted. *\n
```kotlin
@sample samples.collections.Collections.Lists.binarySearchWithComparisonFunction
public fun <T> List<T>.binarySearch(fromIndex: Int = 0, toIndex: Int = size, comparison: (T) -> Int): Int {
    rangeCheck(size, fromIndex, toIndex)

    var low = fromIndex
    var high = toIndex - 1

    while (low <= high) {
        val mid = (low + high).ushr(1) // safe from overflows
        val midVal = get(mid)
        val cmp = comparison(midVal)

        if (cmp < 0)
            low = mid + 1
        else if (cmp > 0)
            high = mid - 1
        else
            return mid // key found
    }
    return -(low + 1)  // key not found
}
```

```kotlin
@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkIndexOverflow(index: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal expect fun checkCountOverflow(count: Int): Int

@PublishedApi
@SinceKotlin("1.3")
internal fun throwIndexOverflow() { throw ArithmeticException("Index overflow has happened.") }

@PublishedApi
@SinceKotlin("1.3")
internal fun throwCountOverflow() { throw ArithmeticException("Count overflow has happened.") }
```

"/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("MapsKt")
@file:UseExperimental(kotlin.experimental.ExperimentalTypeInference::class)

package kotlin.collections

import kotlin.contracts.*

private object EmptyMap : Map<Any?, Nothing>, Serializable {
    private const val serialVersionUID: Long = 8246714829545688274

    override fun equals(other: Any?): Boolean = other is Map<*, *> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "{}"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true

    override fun containsKey(key: Any?): Boolean = false
    override fun containsValue(value: Nothing): Boolean = false
    override fun get(key: Any?): Nothing? = null
    override fun get(key: Any?) = EmptySet

    private fun readResolve(): Any = EmptyMap
}

/**
 * Returns an empty read-only map of specified type.
 *
 * The returned map is serializable (JVM). *\n * @sample samples.collections.Maps.emptyReadOnlyMap
 */
public fun <K, V> emptyMap(): Map<K, V> = EmptyMap as Map<K, V>

/**
 * Returns a new read-only map with the specified contents, given as a list of pairs where the first
 * value is the key and the second is the value.
 * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.
 * @sample samples.collections.Maps.instantiation.emptyMutableMap
 */
public fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> = mapOf(*pairs)

/**
 * Returns an empty new read-only map with the specified contents.
 * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs.
 * @sample samples.collections.Maps.instantiation.emptyReadOnlyMap
 */
public fun <K, V> mapOf(vararg pairs: Pair<K, V>): Map<K, V> = mapOf(*pairs)
public inline fun <K, V> mutableMapOf(): MutableMap<K, V> = LinkedHashMap()

/**
 * Returns a new [MutableMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs:\n * Entries of the map are iterated in the order they were specified.\n * @sample samples.collections.Maps.Instantiation.mutableMapFromPairs\n * @sample samples.collections.Maps.Instantiation.emptyMutableMap\n */
public fun <K, V> mutableMapOf(vararg pairs: Pair<K, V>): MutableMap<K, V> = LinkedHashMap(pairs.map { (key, value) -> Pair(key, value) }.toMap()).apply { putAll(pairs) }

/**
 * Returns an empty new [HashMap].\n */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> hashMapOf(): HashMap<K, V> = HashMap<K, V>()

/**
 * Returns a new [HashMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs:\n * Entries of the map are iterated in the order they were specified.\n * @sample samples.collections.Maps.Instantiation.hashMapFromPairs\n */
public fun <K, V> hashMapOf(vararg pairs: Pair<K, V>): HashMap<K, V> = pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))).apply { putAll(pairs) }

/**
 * Returns an empty new [LinkedHashMap].\n */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <K, V> linkedMapOf(): LinkedHashMap<K, V> = LinkedHashMap<K, V>()

/**
 * Returns a new [LinkedHashMap] with the specified contents, given as a list of pairs\n * where the first component is the key and the second is the value.\n * If multiple pairs have the same key, the resulting map will contain the value from the last of those pairs:\n * Entries of the map are iterated in the order they were specified.\n * @sample samples.collections.Maps.Instantiation.linkedMapFromPairs\n */
public fun <K, V> linkedMapOf(vararg pairs: Pair<K, V>): LinkedHashMap<K, V> = pairs.toMap(LinkedHashMap(mapCapacity(pairs.size))).apply { putAll(pairs) }

/**
 * Builds a new read-only [Map] by populating a [MutableMap] using the given \[builderAction\] and returning a read-only
 * map with the same key-value pairs.\n * The map passed as a receiver to the \[builderAction\] is valid only inside
 * that function.\n * Using it outside of the function produces an unspecified behavior.\n * Entries of the map are
 * iterated in the order they were added by the \[builderAction\].\n * @throws IllegalArgumentException if the given \[capacity\] is negative.\n * @sample samples.collections.Builders.Maps.buildMap\n */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <K, V, C> buildMap(builderAction: MutatableMap<K, V>.() -> Unit): Map<K, V> {
    contract {\n        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)\n    }\n    return LinkedHashMap<K, V>().apply {\n        putAll(builderAction)\n    }
}

/**
 * Builds a new read-only [Map] by populating a [MutableMap] using the given \[builderAction\] and returning a read-only
 * map with the same key-value pairs.\n * The map passed as a receiver to the \[builderAction\] is valid only inside
 * that function.\n * Using it outside of the function produces an unspecified behavior.\n * Entries of the map are
 * iterated in the order they were added by the \[builderAction\].\n * @throws IllegalArgumentException if the given \[capacity\] is negative.\n * @sample samples.collections.Builders.Maps.buildMap\n */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public inline fun <K, V, C> buildMap(capacity: Int, builderAction: MutatableMap<K, V>.() -> Unit): Map<K, V> {
    contract {\n        callsInPlace(builderAction, InvocationKind.EXACTLY_ONCE)\n        checkBuilderCapacity(capacity)\n    }\n    return LinkedHashMap<K, V>(mapCapacity(capacity)).apply {\n        putAll(builderAction)\n    }
}

/**
 * Calculate the initial capacity of a map.\n */
@PublishedApi
internal expect fun mapCapacity(expectedSize: Int): Int

/**
 * Checks a collection builder function capacity argument.\n * @sample samples.collections.Builders.Maps.buildMap\n */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@PublishedApi
internal expect fun checkBuilderCapacity(capacity: Int)

/**
 * Returns `true` if this map is not empty.\n * @sample samples.collections.Maps.Usage.mapIsNotEmpty\n */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.isNotEmpty(): Boolean = !isEmpty()
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || isEmpty()
}

/**
 * Returns the [Map] if its not `null`, or the empty [Map] otherwise.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>?.orEmpty(): Map<K, V> = this ?: emptyMap()

/**
 * Returns this map if it's not empty or the result of calling [defaultValue] function if the map is empty.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <M, R> M.ifEmpty(defaultValue: () -> R): R where M : Map<*, *>, M : R =
    if (isEmpty())
        defaultValue() else this

/**
 * Checks if the map contains the given key.
 */
@kotlin.internal.InlineOnly
public inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.contains(key: K): Boolean = containsKey(key)

/**
 * Returns the value corresponding to the given [key], or `null` if such a key is not present in the map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <@kotlin.internal.OnlyInputTypes K, V> Map<out K, V>.get(key: K): V? =
    @Suppress("UNCHECKED_CAST") (this as Map<K, V>).get(key)

/**
 * Removes the specified key and its corresponding value from this map.
 * @return the previous value associated with the key, or `null` if the key was not present in the map.
 */
@kotlin.internal.InlineOnly
public inline fun <@kotlin.internal.OnlyInputTypes K, V> MutableMap<out K, V>.remove(key: K): V? =
    @Suppress("UNCHECKED_CAST") (this as MutableMap<K, V>).remove(key)

/**
 * Converts entry to [Pair] with key being first component and value being second.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map.Entry<K, V>.toPair(): Pair<K, V> = Pair(key, value)

/**
 * Returns the value for the given key, or throws an exception if there is no such key in the map.
 */
@kotlin.internal.InlineOnly
    get(key) ?: defaultValue()

    val value = get(key)
    if (value == null && !containsKey(key)) {
        return defaultValue()
    } else {
        @Suppress("UNCHECKED_CAST")
        return value as V
    }
}

/**
 * Returns `true` if the map contains the specified [key].
 */
@Suppress("EXTENSION_SHADOWED_BY_MEMBER")
// false warning, extension takes precedence in some cases
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<K, V>.containsKey(key: K): Boolean =
    this.containsKey(value)
NoSuchElementException when the map doesn't contain a value for the specified key and no implicit default value was provided for that map.

Returns the value for the given key. If the key is not found in the map, calls the [defaultValue] function if no implicit default value was provided for that map.

Returns an [Iterator] over the entries in the [Map].

Returns an [MutableIterator] over the mutable entries in the [MutableMap].

Populates the given [destination] map with entries having the keys of this map and the values obtained by applying the [transform] function to each entry in this map.

Populates the given [destination] map with entries having the keys obtained by applying the [transform] function to each entry in this map.

Returns a new map with entries having the keys matching the given [predicate].

Returns a new map with entries having the keys obtained by applying the [transform] function to each entry in this map.

Returns a new map containing all key-value pairs with keys matching the given [predicate] and values obtained by applying the [transform] function to each entry in this map.
V>.filterValues(predicate: (V) -> Boolean): Map<K, V> {
    val result = LinkedHashMap<K, V>()
    for (entry in this) {
        if (predicate(entry.value)) {
            result.put(entry.key, entry.value)
        }
    }
    return result
}

/**
 * Appends all entries matching the given [predicate] into the mutable map given as [destination]
 */
    for (element in this) {
        if (predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Returns a new map containing all key-value pairs matching the given [predicate].
 */
    for (element in this) {
        if (!predicate(element)) {
            destination.put(element.key, element.value)
        }
    }
    return destination
}

/**
 * Returns a new map containing all key-value pairs not matching the given [predicate].
 */
    return filterNotTo(LinkedHashMap<K, V>(), predicate)
}

/**
 * Returns a new map containing all key-value pairs from the given collection of pairs.
 */
public fun <K, V> Map<out K, V>.toMap(): Map<K, V> = toMap(LinkedHashMap<K, V>()).optimizeReadOnlyMap()
putAll(this@toMap) 

/**
 * Creates a new read-only map by replacing or adding an entry to this map from a
given key-value [pair].
 */

/**
 * Creates a new read-only map by replacing or adding entries to this map from a
given collection of key-value [pairs].
 */

/**
 * Creates a new read-only map by replacing or adding entries to this map from a
given sequence of key-value [pairs].
 */

/**
 * Creates a new read-only map by replacing or adding entries to this map from another [map].
 */

/**
 * Appends or replaces the given [pair] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pair: Pair<K, V>) {
    put(pair.first, pair.second)
}

/**
 * Appends or replaces all pairs from the given collection of [pairs] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Iterable<Pair<K, V>>) {
    putAll(pairs)
}

/**
 * Appends or replaces all pairs from the given array of [pairs] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Array<out Pair<K, V>>) {
    putAll(pairs)
}

/**
 * Appends or replaces all pairs from the given sequence of [pairs] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(pairs: Sequence<Pair<K, V>>) {
    putAll(pairs)
}

/**
 * Appends or replaces all entries from the given [map] in this mutable map.
 */
@kotlin.internal.InlineOnly
public inline operator fun <K, V> MutableMap<in K, in V>.plusAssign(map: Map<K, V>) {
    putAll(map)
}

/**
 * Returns a map containing all entries of the original map except the entry with the given [key].
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(key) }

/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] collection.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }

/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] array.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }

/**
 * Returns a map containing all entries of the original map except those entries
 * the keys of which are contained in the given [keys] sequence.
 */
@SinceKotlin("1.1")
    this.toMutableMap().apply { minusAssign(keys) }

/**
 * Removes the entry with the given [key] from this mutable map.
 */
Open Source Used In DCNM 12.12.0(2) 10403

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 *
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SetsKt")
@file:UseExperimental(kotlin.experimental.ExperimentalTypeInference::class)

package kotlin.collections

import kotlin.contracts.*

internal object EmptySet : Set<Nothing>, Serializable {
    private const val serialVersionUID: Long = 3406603774387020532

    override fun equals(other: Any?): Boolean = other is Set<*> && other.isEmpty()
    override fun hashCode(): Int = 0
    override fun toString(): String = "["]"

    override val size: Int get() = 0
    override fun isEmpty(): Boolean = true
    override fun contains(element: Nothing): Boolean = false
    override fun containsAll(elements: Collection<Nothing>): Boolean = elements.isEmpty()

    override fun iterator(): Iterator<Nothing> = EmptyIterator

    private fun readResolve(): Any = EmptySet
}

/**
 * Returns an empty read-only set. The returned set is serializable (JVM).
 * @sample samples.collections.Collections.Sets.emptyReadOnlySet
 */
public fun <T> emptySet(): Set<T> = EmptySet

/**
 * Returns a new read-only set with the given elements.
 * Elements of the set are iterated in the order they were specified.
 * @sample samples.collections.Collections.Sets.readOnlySet
 */
public fun <T> setOf(vararg elements: T): Set<T> = if (elements.size > 0) elements.toSet() else emptySet()

/**
 * Returns an empty read-only set. The returned set preserves the element iteration order.
 * @sample samples.collections.Collections.Sets.emptyMutableSet
 */
@kotlin.internal.InlineOnly
public inline fun <T> setOf(): Set<T> = emptySet()

/**
 * Returns an empty mutable set.
 * Elements of the set are iterated in the order they were specified.
 * @sample samples.collections.Collections.Sets.emptyMutableSet
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun <T> mutableSetOf(): MutableSet<T> = LinkedHashSet<>().run {*

    override fun toCollection(LinkedHashSet(mapCapacity(elements.size))){}

    @PublishedApi
    internal fun <K, V> Map<K, V>.optimizeReadonlyMap() = when (size) { 0 -> emptyMap() 1 -> toSingletonMapOrSelf()

    override fun remove(key: K) {
        remove(key)
    }

    public operator fun <K, V> MutableMap<K, V>.minusAssign(key: K) {
        keys.removeAll(setOf(key))
    }

    @SinceKotlin("1.1")
    @kotlin.internal.InlineOnly
    public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Iterable<K>) {
        keys.removeAll(setOf(keys))
    }

    @SinceKotlin("1.1")
    @kotlin.internal.InlineOnly
    public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Array<out K>) {
        keys.removeAll(setOf(keys))
    }

    @SinceKotlin("1.1")
    @kotlin.internal.InlineOnly
    public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Sequence<K>) {
        keys.removeAll(setOf(keys))
    }

    // do not expose for now
    @PublishedApi
    internal fun <K, V> Map<K, V>.toSingletonMapOrSelf() = this

    override fun toCollection() = setOf()
    override fun toIterable() = setOf()
    override fun toList() = setOf()
    override fun toTypedArray() = setOf()
    override fun toTypedArray(elementType: KClass<*>?) = setOf()
    override fun toTypedArray(elementType: KClass<*>?) = setOf()
    override fun toTypedArray(elementType: KClass<*>?) = setOf()
    override fun toTypedArray(elementType: KClass<*>?) = setOf()
    override fun toTypedArray(elementType: KClass<*>?) = setOf()
}

// do not expose for now
@PublishedApi
internal fun <K, V> Map<K, V>.optimizeReadonlyMap() = when (size) { 0 -> emptyMap() 1 -> toSingletonMapOrSelf()

    override fun remove(key: K) {
        remove(key)
    }

    public operator fun <K, V> MutableMap<K, V>.minusAssign(key: K) {
        keys.removeAll(setOf(key))
    }

    @SinceKotlin("1.1")
    @kotlin.internal.InlineOnly
    public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Iterable<K>) {
        keys.removeAll(setOf(keys))
    }

    @SinceKotlin("1.1")
    @kotlin.internal.InlineOnly
    public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Array<out K>) {
        keys.removeAll(setOf(keys))
    }

    @SinceKotlin("1.1")
    @kotlin.internal.InlineOnly
    public inline operator fun <K, V> MutableMap<K, V>.minusAssign(keys: Sequence<K>) {
        keys.removeAll(setOf(keys))
    }

    // do not expose for now
    @PublishedApi
    internal fun <K, V> Map<K, V>.toSingletonMapOrSelf() = this

    override fun toCollection() = setOf()
    override fun toIterable() = setOf()
    override fun toList() = setOf()
    override fun toTypedArray() = setOf()
    override fun toTypedArray(elementType: KClass<*>?) = setOf()
    override fun toTypedArray(elementType: KClass<*>?) = setOf()
    override fun toTypedArray(elementType: KClass<*>?) = setOf()
    override fun toTypedArray(elementType: KClass<*>?) = setOf()
    override fun toTypedArray(elementType: KClass<*>?) = setOf()
}
limitForMaxRadix\n
    var result = 0
    for (i in start until length) {
        val digit = digitOf(this[i], radix)\n
        if (digit < 0) return null\n        if (result < limitBeforeMul) {\n            if (limitBeforeMul == limitForMaxRadix) {\n                limitBeforeMul = limit / radix\n
                if (result < limitBeforeMul) {\n                    return null\n                }\n            } else {\n                return null\n            }\n        }\n
        result *= radix\n
        if (result < limit + digit) return null\n
        result -= digit\n    }\n
    return if (isNegative) result else -result\n}

/**
 * Parses the string as a [Long] number and returns the result or `null` if the string is not a valid representation of a number.\n * @param radix the radix for the conversion.\n * @return the parsed number.\n */
@SinceKotlin("1.1")
public fun String.toLongOrNull(): Long? = toLongOrNull(radix = 10)

/**
 * Parses the string as a [Long] number and returns the result or `null` if the string is not a valid representation of a number.\n * @param radix the radix for the conversion.\n * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.\n */
@SinceKotlin("1.1")
public fun String.toLongOrNull(radix: Int): Long? {
    checkRadix(radix)\n
    val length = this.length\n    if (length == 0) return null\n
    val start: Int
    val isNegative: Boolean
    val limit: Long

    val firstChar = this[0]\n    if (firstChar < '0') {  // Possible leading sign
        if (length == 1) return null  // non-digit (possible sign) only, no digits after\n        start = 1

        if (firstChar == '-') {
            isNegative = true
            limit = Long.MIN_VALUE
        } else if (firstChar == '+') {
            isNegative = false
            limit = -Long.MAX_VALUE
        } else
            return null
    } else {
        start = 0
        isNegative = false
        limit = -Long.MAX_VALUE\n    }

    var limitForMaxRadix = limit / radix\n    var result = 0L
    for (i in start until length) {
        val digit = digitOf(this[i], radix)\n
        if (digit < 0) return null\n        if (result < limitForMaxRadix) {
            limitForMaxRadix = limit / radix\n
            if (result < limitForMaxRadix) {\n                return null\n            }\n        }\n
        result *= radix\n
        if (result + digit < limit) return null\n
        result -= digit\n    }\n
    return if (isNegative) result else -result\n}

internal fun numberFormatError(input: String): Nothing = throw NumberFormatException("Invalid number format: '$input'")

/*
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 * Kotlin Programming Language contributors.
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 * can be found in the license/LICENSE.txt file.
 */
@file:kotlin.jvm.JvmName("UnsignedKt")
@file:UseExperimental(ExperimentalUnsignedTypes::class)\n
@PublishedApi
internal fun uintCompare(v1: Int, v2: Int): Int = (v1 xor Int.MIN_VALUE).compareTo(v2 xor Int.MIN_VALUE)

@PublishedApi

@PublishedApi
internal fun uintDivide(v1: UInt, v2: UInt): UInt = (v1.toLong() / v2.toLong()).toUInt()

@PublishedApi
internal fun uintRemainder(v1: UInt, v2: UInt): UInt = (v1.toLong() % v2.toLong()).toUInt()

// Division and remainder are
// based on Guava's UnsignedLongs implementation
// Copyright 2011 The Guava Authors

@PublishedApi
internal fun ulongDivide(v1: ULong, v2: ULong): ULong {
    val dividend = v1.toLong()
    val divisor = v2.toLong()
    if (divisor < 0) { // i.e., divisor >= 2^63
        return if (v1 < v2) ULong(0) else ULong(1)
    }

    // Optimization - use signed division if both dividend and divisor < 2^63
    if (dividend < 0) {
        return ULong(dividend / divisor)\n    }\n
    // Optimization - use signed modulus if both dividend and divisor < 2^63
    if (dividend >= 0) {
        return v1 - v2 / dividend\n    }\n
    // Optimization - use signed modulus if both dividend and divisor < 2^63
    if (dividend < 0) {\n        return v1 - v2 / dividend\n    }\n
    // Optimization - use signed modulus if both dividend and divisor < 2^63
    if (dividend >= 0) {\n        return v1 - v2 / dividend\n    }\n
    // Optimization - use signed modulus if both dividend and divisor < 2^63
    if (dividend < 0) {\n        return v1 - v2 / dividend\n    }\n
    // Optimization - use signed modulus if both dividend and divisor < 2^63
    if (dividend >= 0) {\n        return v1 - v2 / dividend\n    }\n
    // Optimization - use signed modulus if both dividend and divisor < 2^63
    if (dividend < 0) {\n        return v1 - v2 / dividend\n    }
@PublishedApi
internal fun doubleToULong(v: Double): ULong = when {
    v.isNaN() -> 0u
    v <= ULong.MIN_VALUE.toDouble() -> ULong.MIN_VALUE
    v >= ULong.MAX_VALUE.toDouble() -> v.toLong().toULong() // Real values from Long.MAX_VALUE to (Long.MAX_VALUE + 1) are not representable in Double, so don't handle them.
    else -> (v - 9223372036854775808.0).toDouble() * 2048 + (v and 2047).toULong()
}

@PublishedApi
internal fun uintToDouble(v: Int): Double = (v and Int.MAX_VALUE).toDouble() + (v ushr 31 shl 30).toDouble() * 2

@PublishedApi
internal fun ulongToDouble(v: Long): Double = (v ushr 11).toDouble() * 2048 + (v and 2047)

internal fun ulongToString(v: Long): String = ulongToString(v, 10)

internal fun ulongToString(v: Long, base: Int): String {
    if (v >= 0) return v.toString(base)

    var quotient = ((v ushr 1) / base) shl 1
    var rem = v - quotient * base

    if (rem >= base) {
        rem -= base
        quotient += 1
    }
    return quotient.toString(base) + rem.toString(base)
}


kotlin.sequences

/**
 * Given an [Iterator] function constructs a [Sequence] that returns values through the [Iterator].
 * The values are evaluated lazily, and the sequence is potentially infinite.
 */
public fun <T> sequenceFromIterator(iterator: () -> Iterator<T>): Sequence<T> = iterator().asSequence()

/**
 * Creates a sequence that returns all elements from the iterator. The sequence is constrained to be iterated only once.
 */
public fun <T> sequenceIfEmpty(defaultValue: () -> Sequence<T>): Sequence<T> = sequence {
    val iterator = this.ifEmpty.iterator()
    if (iterator.hasNext()) {
        yieldAll(iterator)
    } else {
        yieldAll(defaultValue())
    }
}

/**
 * A sequence that returns the values from the underlying [sequence] that either match or do not match the specified [predicate].
 */
internal class FilteringSequence<T>(
    private val sequence: Sequence<T>,
    private val predicate: (T) -> Boolean
) : Sequence<T> {

    override fun iterator(): Iterator<T> = object : Iterator<T> {
        val iterator = sequence.iterator()
        var nextState: Int = -1 // -1 for unknown, 0 for done, 1 for continue
        var nextItem: T? = null

        private fun calcNext() {
            while (iterator.hasNext()) {
                val item = iterator.next()
                if (predicate(item) == true) {
                    nextItem = item
                    nextState = 1
                    return
                }
            }
            nextState = 0
        }

        override fun next(): T {
            if (nextState == -1) throw NoSuchElementException()
            if (nextState == 0) return nextItem
            val result = nextItem
            nextItem = null
            nextState = -1
            return result
        }

        override fun hasNext(): Boolean {
            if (nextState == -1) return nextItem != null
            val result = nextItem
            nextItem = null
            nextState = -1
            return result
        }
    }
}

/**
 * Returns an empty sequence.
 */
public fun <T> emptySequence(): Sequence<T> = EmptySequence

private object EmptySequence : Sequence<Nothing>, DropTakeSequence<Nothing> {
    override fun iterator(): Iterator<Nothing> = EmptyIterator
    override fun drop(n: Int) = EmptySequence
    override fun take(n: Int) = EmptySequence
}

/**
 * A sequence which returns the results of applying the given [transformer] function to the values in the underlying
override fun iterator() = object : Iterator<T> {

    val iterator = sequence.iterator()

    override fun hasNext(): Boolean {
        return iterator.hasNext()
    }

    override fun next(): T {
        val element = iterator.next()
        val nextItemIterator = iterator(transformer(element))
        while (itemIterator == null) {
            if (!iterator.hasNext()) {
                return false
            } else {
                // ...
@Suppress("UNCHECKED_CAST")
            val result = nextItem as T
            nextItem = null

        private fun drop() {
            while (iterator.hasNext()) {
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 1) {
                    return
                }
            }
            dropState = 0
        }

        override fun next(): T {
            if (left == 0)
                throw NoSuchElementException()
            left--
            return
        }

        private fun calcNext() {
            if (iterator.hasNext()) {
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 1) {
                    return
                }
            }
            dropState = 0
        }

        override fun next(): T {
            if (nextState == -1)
                calcNext() // will change nextState
            if (nextState == 0)
                throw NoSuchElementException()
            return nextItem as T
        }

        @Suppress("UNCHECKED_CAST")
        fun take(n: Int): Sequence<T> = if (n >= count) TakeSequence(this, n) else DropSequence(sequence, n)

        override fun drop(n: Int): Sequence<T> = if (n >= count) DropSequence(this, n) else DropSequence(sequence, n)

        override fun iterator(): Iterator<T> = object : Iterator<T> {
            var left = count
            val iterator = sequence.iterator()

            override fun hasNext(): Boolean {
                return (position < start) && iterator.hasNext()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
            }

            override fun next(): T {
                if (position >= end) {
                    throw NoSuchElementException()
                }
                val item = iterator.next()
                if (predicate(item)) {
                    nextState = 1
                    nextItem = item
                    return
                }
                if (nextState == -1)
                    calcNext() // will change nextState
                if (nextState == 0)
                    throw NoSuchElementException()
            }

            override fun hasNext(): Boolean {
                return (position < end) && iterator.hasNext()
            }

            if (position >= end) {
                throw NoSuchElementException()
iterator.hasNext()
        }
    }
}

internal class DistinctSequence<T, K>(private val source: Sequence<T>,
    private val keySelector: (T) -> K) : Sequence<T> {
    override fun iterator(): Iterator<T> =
        DistinctIterator(source.iterator(), keySelector)
}

private class DistinctIterator<T, K>(private val source:
    Iterator<T>, private val keySelector: (T) -> K) : AbstractIterator<T>() {
    private val observed = HashSet<K>()

    override fun computeNext() {
        while (source.hasNext()) {
            val next = source.next()
            val key = keySelector(next)
            if (observed.add(key)) {
                setNext(next)
                return
            }
        }
        done()
    }
}

private class GeneratorSequence<T : Any>(private val
    getInitialValue: () -> T?, private val getNextValue: (T) -> T?) : Sequence<T> {
    override fun iterator(): Iterator<T> =
        object : Iterator<T> {
            var nextItem: T? = null
            var nextState: Int = -2 // -2 for initial unknown, -1 for next unknown, 0 for done, 1 for continue
            private fun calcNext() {
                nextItem = if (nextState == -2) getInitialValue() else getNextValue(nextItem!!)
                nextState = if (nextItem == null) 0 else 1
            }

            override fun next(): T {
                if (nextState < 0)
                    calcNext()

                if (nextState == 0)
                    throw NoSuchElementException()
                val result = nextItem as T
                // Do not clean nextItem (to avoid keeping reference on yielded instance) -- need to keep state for getNextValue
                nextState = -1
                return result
            }

            override fun hasNext(): Boolean {
                if (nextState < 0)
                    calcNext()
                return nextState == 1
            }
        }
}

/**
 * Returns a wrapper sequence that provides values of this sequence, but ensures it can be iterated only one time.
 * The operation is _intermediate_ and _stateless_.
 * @see kotlin.sequences.sequence
 * @sample samples.collections.Sequences.Building.generateSequence
 */
public fun <T> Sequence<T>.constrainOnce(): Sequence<T> {
    return if (this is ConstrainedOnceSequence<T>) this
        else ConstrainedOnceSequence(this)
}

/**
 * Returns a sequence defined by starting value [seed] and the function [nextFunction],
 * which is invoked to calculate the next value based on the previous one on each iteration.
 * If [seed] is `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 * The result is cast to the target type.
 * @see kotlin.sequences.sequence
 * @sample samples.collections.Sequences.Building.generateSequenceWithSeed
 */
@kotlin.internal.LowPriorityInOverloadResolution
public fun <T : Any> generateSequenceWithSeed(seed: T?,
    nextFunction: (T) -> T?): Sequence<T> =
    if (seed == null)
        null
    else
        GeneratorSequence(seed, nextFunction)

/**
 * Returns a sequence defined by the function [seedFunction],
 * which is invoked to produce the starting value,
 * and the function [nextFunction], which is invoked to calculate the next value based on the previous one on each iteration.
 * The sequence produces values until it encounters first `null` value.
 * If [seedFunction] returns `null`, an empty sequence is produced.
 * The sequence can be iterated multiple times.
 * The result is cast to the target type.
 * @see kotlin.sequences.sequence
 * @sample samples.collections.Sequences.Building.generateSequenceWithLazySeed
 */
public fun <T : Any>
    generateSequenceWithLazySeed(seedFunction: () -> T?,
    nextFunction: (T) -> T?): Sequence<T> =
    if (seedFunction() == null)
        null
    else
        GeneratorSequence(seedFunction(), nextFunction())

/*
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 */

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

package

import kotlin.contracts.contract

/**
 * Throws an [IllegalArgumentException] if the [value] is false.
 * @sample samples.misc.Preconditions.failRequireWithLazyMessage
 */
@kotlin.internal.InlineOnly
public fun failRequireWithLazyMessage(value: Boolean, message: () -> String)
    @kotlin.internal.InlineOnly
    @sample samples.misc.Preconditions
    throw IllegalArgumentException(message)
if the [value] is false.

```kotlin
@kotlin.internal.InlineOnly
public inline fun require(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    }
}

/**
 * Throws an [IllegalArgumentException] if the [value] is null. Otherwise returns the not null value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> requireNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return requireNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalArgumentException] with the result of calling [lazyMessage] if the [value] is null. Otherwise returns the not null value.
 */
@kotlin.internal.InlineOnly
    contract {
        returns() implies (value != null)
    }
    if (value == null) {
        val message = lazyMessage()
        throw IllegalArgumentException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is false.
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean): Unit {
    contract {
        returns() implies value
    }
    check(value) { "Check failed." }
}

/**
 * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is false.
 */
@kotlin.internal.InlineOnly
public inline fun check(value: Boolean, lazyMessage: () -> Any): Unit {
    contract {
        returns() implies value
    }
    if (!value) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    }
}

/**
 * Throws an [IllegalStateException] if the [value] is null. Otherwise returns the not null value.
 */
@kotlin.internal.InlineOnly
public inline fun <T : Any> checkNotNull(value: T?): T {
    contract {
        returns() implies (value != null)
    }
    return checkNotNull(value) { "Required value was null." }
}

/**
 * Throws an [IllegalStateException] with the result of calling [lazyMessage] if the [value] is null. Otherwise returns the not null value.
 */
@kotlin.internal.InlineOnly
    contract {
        returns() implies (value != null)
    }
    if (value == null) {
        val message = lazyMessage()
        throw IllegalStateException(message.toString())
    } else {
        return value
    }
}

/**
 * Throws an [IllegalStateException] with the given [message].
 */
@kotlin.internal.InlineOnly
public inline fun error(message: Any): Nothing = throw IllegalStateException(message.toString())
```
actual fun IntArray.elementAt(index: Int): Int {
    return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun LongArray.elementAt(index: Int): Long {
    return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun FloatArray.elementAt(index: Int): Float {
    return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun DoubleArray.elementAt(index: Int): Double {
    return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun BooleanArray.elementAt(index: Int): Boolean {
    return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.
 */
public actual fun CharArray.elementAt(index: Int): Char {
    return elementAtOrElse(index) { throw
IndexOutOfBoundsException("index: $index, size: $size") }
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun ByteArray.asList(): List<Byte> {
    return this.unsafeCast<Array<Byte>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun ShortArray.asList(): List<Short> {
    return this.unsafeCast<Array<Short>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun IntArray.asList(): List<Int> {
    return this.unsafeCast<Array<Int>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun LongArray.asList(): List<Long> {
    return this.unsafeCast<Array<Long>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun FloatArray.asList(): List<Float> {
    return this.unsafeCast<Array<Float>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun DoubleArray.asList(): List<Double> {
    return this.unsafeCast<Array<Double>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun BooleanArray.asList(): List<Boolean> {
    return this.unsafeCast<Array<Boolean>>().asList()
}

/**
 * Returns a [List] that wraps the original array.
 */
public actual fun CharArray.asList(): List<Char> {
    return object : AbstractList<Char>(), RandomAccess {
        override val size: Int get() = this@asList.size
        override fun isEmpty(): Boolean = this@asList.isEmpty()
        override fun contains(element: Char): Boolean = this@asList.contains(element)
        override fun get(index: Int): Char {
            return this@asList.get(index)
        }
        override fun indexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.indexOf(element)
        }
        override fun lastIndexOf(element: Char): Int {
            if ((element as Any?) !is Char) return -1
            return this@asList.lastIndexOf(element)
        }
    }
}

/**
 * Returns `true` if the two specified arrays are *deeply* equal to one another,
 * i.e. contain the same number of the same elements in the same order.
 * If two corresponding elements are nested arrays, they are also compared
 * deeply. If any of arrays contains itself on any nesting level the behavior is undefined.
 * The elements of other types are compared for equality with the [equals]
 * function. For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
@SinceKotlin("1.1")
@library("arrayDeepEquals")
public actual infix fun <T> Array<T>.deepEquals(other: Array<T>): Boolean {
    return this.deepEquals(other)
}
T>.contentDeepEquals(other: Array<out T>): Boolean

* An @SinceKotlin("1.1")@library("arrayDeepHashCode")@public actual fun <T> Array<
T>.contentDeepHashCode(): Int

**
* Returns a hash code based on the contents of this array as if it is [List].
* Nested arrays are treated as lists too.
* Any if of arrays contains itself on any nesting level the behavior is undefined.

* An @SinceKotlin("1.1")@library("arrayDeepToString")@public actual fun <T> Array<
T>.contentDeepToString(): String

**
* Returns `true` if the two specified arrays are *structurally* equal to one another,
* i.e. contain the same number of the same elements in the same order.
* The elements are compared for equality with the [equals][Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* An @SinceKotlin("1.1")@library("arrayEquals")@public actual infix fun <T> Array<
T>.contentEquals(other: Array<out T>): Boolean

**
* The elements are compared for equality with the [equals][Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* An @SinceKotlin("1.1")@library("arrayEquals")@public actual fun ByteArray.contentEquals(other:
ByteArray): Boolean

**
* The elements are compared for equality with the [equals][Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* An @SinceKotlin("1.1")@library("arrayEquals")@public actual fun ShortArray.contentEquals(other:
ShortArray): Boolean

**
* The elements are compared for equality with the [equals][Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* An @SinceKotlin("1.1")@library("arrayEquals")@public actual fun IntArray.contentEquals(other:
IntArray): Boolean

**
* The elements are compared for equality with the [equals][Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* An @SinceKotlin("1.1")@library("arrayEquals")@public actual fun LongArray.contentEquals(other:
LongArray): Boolean

**
* The elements are compared for equality with the [equals][Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* An @SinceKotlin("1.1")@library("arrayEquals")@public actual fun FloatArray.contentEquals(other:
FloatArray): Boolean

**
* The elements are compared for equality with the [equals][Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

* An @SinceKotlin("1.1")@library("arrayEquals")@public actual fun DoubleArray.contentEquals(other:
DoubleArray): Boolean

**
* The elements are compared for equality with the [equals][Any.equals] function.
* For floating point numbers it means that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.

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package com.example

public actual infix fun BooleanArray.contentEquals(other: BooleanArray): Boolean {
    definedExternally
}

/**
 * Returns `true` if the two specified arrays are
 * structurally* equal to one another, i.e. contain the same number of the same elements in the same order.
 * The elements are compared for equality with the `equals` function. For floating point numbers it means
 * that `NaN` is equal to itself and `-0.0` is not equal to `0.0`.
 */
public actual infix fun CharArray.contentEquals(other: CharArray): Boolean {
    definedExternally
}

/**
 * Returns a hash code based on the contents of this array as if it is `List`. Returns a hash code based on the contents of this array as if it is `List`.
 */
public actual fun <T> Array<out T>.contentHashCode(): Int {
    definedExternally
}

/**
 * Returns a string representation of the contents of this array as if it is `List`.
 */
public actual fun ByteArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of this array as if it is `List`.
 */
public actual fun ShortArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of this array as if it is `List`.
 */
public actual fun IntArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of this array as if it is `List`.
 */
public actual fun LongArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of this array as if it is `List`.
 */
public actual fun FloatArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of this array as if it is `List`.
 */
public actual fun DoubleArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of this array as if it is `List`.
 */
public actual fun BooleanArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of this array as if it is `List`.
 */
public actual fun CharArray.contentToString(): String {
    definedExternally
}

package com.example

public actual fun <T> Array<out T>.contentToString(): String {
    definedExternally
}

package com.example

public actual fun ByteArray.contentToString(): String {
    definedExternally
}

package com.example

public actual fun ShortArray.contentToString(): String {
    definedExternally
}

package com.example

public actual fun IntArray.contentToString(): String {
    definedExternally
}

package com.example

public actual fun LongArray.contentToString(): String {
    definedExternally
}

package com.example

public actual fun FloatArray.contentToString(): String {
    definedExternally
}

package com.example

public actual fun DoubleArray.contentToString(): String {
    definedExternally
}

package com.example

public actual fun BooleanArray.contentToString(): String {
    definedExternally
}

package com.example

public actual fun CharArray.contentToString(): String {
    definedExternally
}
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun BooleanArray.contentToString(): String {
    definedExternally
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * [List].
 */
@SinceKotlin("1.1")
@library("arrayToString")
public actual fun CharArray.contentToString(): String {
    definedExternally
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It’s allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range. When this function is used to copy to an array and
 * return that array, it’s allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun <T> Array<out T>.copyInto(destination: Array<T>, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): Array<T> {
    arrayCopy(this, destination, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It’s allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range. When this function is used to copy to an array and
 * return that array, it’s allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ByteArray.copyInto(destination: ByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ByteArray {
    arrayCopy(this.unsafeCast<Array<Byte>>(), destination.unsafeCast<Array<Byte>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It’s allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range. When this function is used to copy to an array and
 * return that array, it’s allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ShortArray.copyInto(destination: ShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ShortArray {
    arrayCopy(this.unsafeCast<Array<Short>>(), destination.unsafeCast<Array<Short>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It’s allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range. When this function is used to copy to an array and
 * return that array, it’s allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun UCharArray.copyInto(destination: UCharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UCharArray {
    arrayCopy(this.unsafeCast<Array<UChar>>(), destination.unsafeCast<Array<UChar>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It’s allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range. When this function is used to copy to an array and
 * return that array, it’s allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UShortArray {
    arrayCopy(this.unsafeCast<Array<UShortsShort>>(), destination.unsafeCast<Array<UShortsShort>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It’s allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range. When this function is used to copy to an array and
 * return that array, it’s allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ULongArray {
    arrayCopy(this.unsafeCast<Array<UChar>>(), destination.unsafeCast<Array<UChar>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It’s allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range. When this function is used to copy to an array and
 * return that array, it’s allowed to pass the same array in the [destination] and even specify the subrange so that it
 * overlaps with the destination range.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UShortArray {
    arrayCopy(this.unsafeCast<Array<UShortsShort>>(), destination.unsafeCast<Array<UShortsShort>>(), destinationOffset, startIndex, endIndex)
    return destination
}
@param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
* @throws IndexOutOfBoundsException or [IllegalArgument Exception] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], * or when that index is out of the [destination] array indices range.
* @return the [destination] array.

*/
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun IntArray.copyInto(destination: IntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): IntArray {
    arrayCopy(this.unsafeCast<Array<Int>>(), destination.unsafeCast<Array<Int>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgument Exception] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], * or when that index is out of the [destination] array indices range.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun LongArray.copyInto(destination: LongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): LongArray {
    arrayCopy(this.unsafeCast<Array<Long>>(), destination.unsafeCast<Array<Long>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgument Exception] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], * or when that index is out of the [destination] array indices range.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun FloatArray.copyInto(destination: FloatArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): FloatArray {
    arrayCopy(this.unsafeCast<Array<Float>>(), destination.unsafeCast<Array<Float>>(), destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the [destination] array to copy to, 0 by default.
 * @param param startIndex the beginning (inclusive) of the subrange to copy, 0 by default.
 * @param param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @throws IndexOutOfBoundsException or [IllegalArgument Exception] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset], * or when that index is out of the [destination] array indices range.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun DoubleArray.copyInto(destination: DoubleArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): DoubleArray {
    arrayCopy(this.unsafeCast<Array<Double>>(), destination.unsafeCast<Array<Double>>(), destinationOffset, startIndex, endIndex)
    return destination
}
destination\n\n/* Copies this array or its subrange into the [destination] array and returns that array. It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. It's also allowed to pass the [destination] array to copy to, 0 by default. @param destinationOffset the position in the [destination] array to copy to, 0 by default. @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default. @param endIndex the end (exclusive) of the subrange to copy, size of this array by default. @return the [destination] array. */

//\n*\n*/
@SinceKotlin(\"1.3\")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun BooleanArray.copyOf(): BooleanArray {
    arrayCopy(this.unsafeCast<Array<Boolean>>(), this.size)
    return this
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * 
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with the destination range. It's also allowed to pass the [destination] array to copy to, 0 by default. @param destinationOffset the position in the [destination] array to copy to, 0 by default. @param startIndex the beginning (inclusive) of the subrange to copy, 0 by default. @param endIndex the end (exclusive) of the subrange to copy, size of this array by default. @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this array indices or when `startIndex > endIndex`. @return the [destination] array.

*\n*\n*/
@SinceKotlin(\"1.3\")\n@kotlin.internal.InlineOnly\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual inline fun CharArray.copyOf(): CharArray {
    arrayCopy(this.unsafeCast<Array<Char>>(), this.size)
    return this
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample
 */
@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")
public actual inline fun Array<out T>.copyOf(): Array<T> {
    return this.asDynamic().slice().copy()
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ByteArray.copyOf(): ByteArray {
    return this.asDynamic().slice().copy()
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun ShortArray.copyOf(): ShortArray {
    return this.asDynamic().slice().copy()
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample
 */
public actual fun IntArray.copyOf(): IntArray {
    return this.asDynamic().slice().copy()
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun LongArray.copyOf(): LongArray {
    return this.asDynamic().slice().copy()
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline fun FloatArray.copyOf(): FloatArray {
    return this.asDynamic().slice().copy()
}

/**
 * Returns new array which is a copy of the original array.
 * 
 * @sample
 */
public actual fun DoubleArray.copyOf(): DoubleArray {
    return this.asDynamic().slice().copy()
}
samples.collections.Arrays.CopyOfOperations.copyOf()

public actual fun BooleanArray.copyOf(): BooleanArray

public actual fun CharArray.copyOf(): CharArray

public actual fun ByteArray.copyOf(newSize: Int): ByteArray

public actual fun ShortArray.copyOf(newSize: Int): ShortArray

public actual fun IntArray.copyOf(newSize: Int): IntArray

public actual fun LongArray.copyOf(newSize: Int): LongArray

public actual fun FloatArray.copyOf(newSize: Int): FloatArray

public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray

public actual fun ShortArray.copyOf(newSize: Int): ShortArray

public actual fun IntArray.copyOf(newSize: Int): IntArray

public actual fun LongArray.copyOf(newSize: Int): LongArray

public actual fun FloatArray.copyOf(newSize: Int): FloatArray

public actual fun DoubleArray.copyOf(newSize: Int): DoubleArray
BooleanArray.copyOf(newSize: Int): BooleanArray {
    require(newSize >= 0) { "$Invalid new array size: $newSize." }
    return withType("BooleanArray", arrayCopyResize(this, newSize, false))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with null char (\u0000) values if necessary.
 * If [newSize] is less than the size of the original array, the copy is truncated to the
 * [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the
 * copy array are filled with null char (\u0000) values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizedPrimitiveCopyOf
 */
public actual fun CharArray.copyOf(newSize: Int): CharArray {
    require(newSize >= 0) { "$Invalid new array size: $newSize." }
    return withType("CharArray", fillFrom(this, CharArray(newSize)))
}

/**
 * Returns new array which is a copy of the specified range of the original array.
 * If [newSize] is less than the size of the original array, the copy array is truncated to the
 * [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the
 * copy array are filled with null values.
 * @sample samples.collections.Arrays.CopyOfOperations.resizingCopyOf
 */
@Suppress("ACTUAL_WITHOUT_EXPECT")
public actual fun <T> Array<out T>.copyOf(newSize: Int): Array<T?> {
    require(newSize >= 0) { "$Invalid new array size: $newSize." }
    return arrayCopyResize(this, newSize, null)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public actual fun ByteArray.copyOfRange(fromIndex: Int, toIndex: Int): ByteArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public actual fun ShortArray.copyOfRange(fromIndex: Int, toIndex: Int): ShortArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public actual fun IntArray.copyOfRange(fromIndex: Int, toIndex: Int): IntArray {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    return this.asDynamic().slice(fromIndex, toIndex)
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * @param fromIndex the start of the range (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 */
public actual fun LongArray.copyOfRange(fromIndex: Int, toIndex: Int): LongArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}

/*@Suppress("ACTUAL_WITHOUT_EXPECT")*/
public actual fun FloatArray.copyOfRange(fromIndex: Int, toIndex: Int): FloatArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}

/*@Suppress("ACTUAL_WITHOUT_EXPECT")*/
public actual fun DoubleArray.copyOfRange(fromIndex: Int, toIndex: Int): DoubleArray {
    return this.asDynamic().slice(fromIndex, toIndex)
}
this.asDynamic().slice(fromIndex, toIndex))

} * Returns a new array which is a copy of the specified range of the original array.

@ suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

@ suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

@ suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual fun <T> Array<T>.fill(element: T, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual fun ByteArray.fill(element: Byte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual fun ShortArray.fill(element: Short, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start of the range (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")

public actual fun IntArray.fill(element: Int, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
}
actual fun LongArray.fill(element: Long, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    \} * @param fromIndex the start of the range (inclusive), 0 by default.*

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

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

*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun FloatArray.fill(element: Float, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    \} * @param fromIndex the start of the range (inclusive), 0 by default.*

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

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

*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun DoubleArray.fill(element: Double, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    \} * @param fromIndex the start of the range (inclusive), 0 by default.*

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

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

*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun BooleanArray.fill(element: Boolean, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    \} * @param fromIndex the start of the range (inclusive), 0 by default.*

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

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

*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic actual fun CharArray.fill(element: Char, fromIndex: Int = 0, toIndex: Int = size): Unit {
    AbstractList.checkRangeIndexes(fromIndex, toIndex, size)
    this.asDynamic().fill(element, fromIndex, toIndex)
    \} * @param fromIndex the start of the range (inclusive), 0 by default.*

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

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

*\n@SinceKotlin("1.3")\n@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")\npublic inline operator fun <T> Array<out T>.plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

*\n@SinceKotlin("1.3")\n@Suppress("NOTHING_TO_INLINE")\npublic inline operator fun ByteArray.plus(element: Byte): ByteArray {
    return plus(byteArrayOf(element))
}

*\n@SinceKotlin("1.3")\n@Suppress("NOTHING_TO_INLINE")\npublic inline operator fun ShortArray.plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

*\n@SinceKotlin("1.3")\n@Suppress("NOTHING_TO_INLINE")\npublic inline operator fun IntArray.plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

*\n@SinceKotlin("1.3")\n@Suppress("NOTHING_TO_INLINE")\npublic inline operator fun LongArray.plus(element: Long): LongArray {
    return plus(longArrayOf(element))
}

*\n@SinceKotlin("1.3")\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun <T> Array<out T>: plus(element: T): Array<T> {
    return this.asDynamic().concat(arrayOf(element))
}

*\n@SinceKotlin("1.3")\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun ShortArray: plus(element: Short): ShortArray {
    return plus(shortArrayOf(element))
}

*\n@SinceKotlin("1.3")\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun IntArray: plus(element: Int): IntArray {
    return plus(intArrayOf(element))
}

*\n@SinceKotlin("1.3")\n@Suppress("NOTHING_TO_INLINE")\npublic actual inline operator fun LongArray: plus(element: Long): LongArray {
    return plus(longArrayOf(element))
}
original array and then the given [element].

@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(element: Float): FloatArray {
    return plus(floatArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then the given [element].
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(element: Double): DoubleArray {
    return plus(doubleArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(element: Boolean): BooleanArray {
    return plus(booleanArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(element: Char): CharArray {
    return plus(charArrayOf(element))
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: Collection<Byte>): ByteArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: Collection<Short>): ShortArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: Collection<Int>): IntArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: Collection<Long>): LongArray {
    return arrayPlusCollection(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: Collection<Float>): FloatArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: Collection<Double>): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: Collection<Boolean>): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: Collection<Char>): CharArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: Array<out Byte>): ByteArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: Array<out Short>): ShortArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: Array<out Int>): IntArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: Array<out Long>): LongArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: Array<out Float>): FloatArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: Array<out Double>): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: Array<out Boolean>): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: Array<out Char>): CharArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ByteArray.plus(elements: Array<out Byte>): ByteArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun ShortArray.plus(elements: Array<out Short>): ShortArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun IntArray.plus(elements: Array<out Int>): IntArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun LongArray.plus(elements: Array<out Long>): LongArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun FloatArray.plus(elements: Array<out Float>): FloatArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun DoubleArray.plus(elements: Array<out Double>): DoubleArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun BooleanArray.plus(elements: Array<out Boolean>): BooleanArray {
    return primitiveArrayConcat(this, elements)
}

/**
 * Returns an array containing all elements of the original array and then all elements of the given [elements] collection.
 */
@Suppress("NOTHING_TO_INLINE")
public actual inline operator fun CharArray.plus(elements: Array<out Char>): CharArray {
    return primitiveArrayConcat(this, elements)

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the original array and then all elements of the given [elements] array.
*\@Suppress("NOTHING_TO_INLINE")\public actual inline operator fun LongArray.plus(elements: LongArray) { 
    return primitiveArrayConcat(this, elements)
} *\@Suppress("NOTHING_TO_INLINE")\public actual inline operator fun FloatArray.plus(elements: FloatArray) { 
    return primitiveArrayConcat(this, elements)
} *\@Suppress("NOTHING_TO_INLINE")\public actual inline operator fun DoubleArray.plus(elements: DoubleArray) { 
    return primitiveArrayConcat(this, elements)
} *\@Suppress("NOTHING_TO_INLINE")\public actual inline operator fun BooleanArray.plus(elements: BooleanArray) { 
    return primitiveArrayConcat(this, elements)
} *\@Suppress("NOTHING_TO_INLINE")\public actual inline operator fun CharArray.plus(elements: CharArray) { 
    return primitiveArrayConcat(this, elements)
} *\@Suppress("ACTUAL_WITHOUT_EXPECT", "NOTHING_TO_INLINE")\public actual inline fun <T> Array<out T>.plusElement(element: T): Array<T> { 
    return this.asDynamic().concat(arrayOf(element))
} *\@Suppress("NOTHING_TO_INLINE")\public actual inline fun <T> IntArray.sort(): Unit { 
    definedExternally
} *\@Suppress("NOTHING_TO_INLINE")\public actual inline fun <T> LongArray.sort(): Unit { 
    return this.asDynamic().sort(arrayOf(element))
} *\@Suppress("NOTHING_TO_INLINE")\public actual inline fun <T> ByteArray.sort(): Unit { 
    asDynamic().sort
} *\@Suppress("NOTHING_TO_INLINE")\public actual inline fun <T> ShortArray.sort(): Unit { 
    asDynamic().sort
} *\@Suppress("NOTHING_TO_INLINE")\public actual inline fun <T> DoubleArray.sort(): Unit { 
    asDynamic().sort
} *\@Suppress("NOTHING_TO_INLINE")\public actual inline fun <T> FloatArray.sort(): Unit { 
    asDynamic().sort
} *\@Suppress("NOTHING_TO_INLINE")\public actual inline fun <T> CharArray.sort(): Unit { 
    asDynamic().sort
}
K>, selector: (T) -> K): Int {
    return comparator.compare(selector(a), selector(b))
}

//@Suppress("NOTHING_TO_INLINE")
//public inline fun <T : Comparable<*>> compareValues(a: T?, b: T?): Int {
//    if (a === b) return 0
//    if (a == null) return -1
//    if (b == null) return 1

//@Suppress("UNCHECKED_CAST")
//    return (a as Comparable<Any>).compareTo(b)
//}

/**
 * Creates a comparator using the sequence of functions to calculate a result of comparison.
 * The functions are called sequentially, receive the given values `a` and `b` and return
 * a [Comparable] value. As soon as the [Comparable] instance returned by a function for `a` and `b` values do
 * not compare as equal, the result of that comparison is returned from the [Comparable] instance.
 * 
 * @sample samples.comparisons.Comparisons.compareByWithSelectors
 */
@kotlin.internal.InlineOnly
public inline fun <T> compareBy(vararg selectors: (T) -> Comparable<*>?): Comparator<T> {
    require(selectors.size > 0)
    return Comparator { a, b ->
        compareValuesBy(a, b, selectors)
    }

    /**
     * Creates a comparator using the [selector] function to transform values being compared and then applying
     * the specified [comparator] to compare transformed values.
     * 
     * @sample samples.comparisons.Comparisons.compareByDescendingWithSingleSelector
     */
    @kotlin.internal.InlineOnly
    public inline fun <T, K> compareByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
        Comparator { a, b ->
            compareValuesBy(b, a, comparator, selector)
        }

    /**
     * Creates a descending comparator using the primary comparator and
     * the
     * function to transform value to a [Comparable] instance for comparison.
     * 
     * @sample samples.comparisons.Comparisons.compareByDescendingWithWithComparator
     */
    @kotlin.internal.InlineOnly
    public inline fun <T, K> Comparator<T>.thenByDescending(crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
        Comparator { a, b ->
            this@thenBy.compare(a, b)
            if (previousCompare != 0) previousCompare else
            compareValuesBy(a, b, selector)
        }

        /**
         * Creates a descending comparator using the primary comparator and
         * the
         * function to transform value to a [Comparable] instance for comparison.
         * 
         * @sample samples.comparisons.Comparisons.compareByDescending
         */
        @kotlin.internal.InlineOnly
        public inline fun <T> Comparator<T>.thenByDescendingWithComparator<
            K> by (crossinline selector: (T) -> Comparable<*>?): Comparator<T> =
            Comparator { a, b ->
                val previousCompare = this@thenBy.compare(a, b)
                if (previousCompare != 0) previousCompare else
                compareValuesBy(a, b, selector)
            }

            /**
             * Creates a comparator comparing values after the primary comparator defined them equal. It
             * uses the [selector] function to transform values and then compares them with
             * the given [comparator].
             * 
             * @sample samples.comparisons.Comparisons.thenByWithComparator
             */
            @kotlin.internal.InlineOnly
            public inline fun <T, K> Comparator<T>.thenByWithComparator<
                K> by (selector: (T) -> K): Comparator<T> =
                Comparator { a, b ->
                    val previousCompare = this@thenBy.compare(a, b)
                    if (previousCompare != 0) previousCompare else
                    compareValuesBy(a, b, comparator, selector)
                }
Comparator { a, b ->
    val previousCompare = this@thenByDescending.compare(a, b)
    if (previousCompare != 0) previousCompare else compareValuesBy(b, a, selector)
}

/**
 * Creates a descending comparator comparing values after the primary comparator defined them equal. It uses\n * the [selector] function to transform values and then compares them with the given [comparator].\n */
@sample samples.comparisons.ComparatorWithComparator
Comparator(a, b) { a, b ->
    val previousCompare = this@thenByDescending.compare(a, b)
    if (previousCompare != 0) previousCompare else compareValuesBy(b, a, selector)
}

/**
 * Creates a comparator using the primary comparator and function to calculate a result of comparison.\n */
@kotlin.internal.InlineOnly
public fun <T, K> Comparator<T>.thenByDescending(comparator: Comparator<in K>, crossinline selector: (T) -> K): Comparator<T> =
Comparator { a, b ->
    val previousCompare = this@thenByDescending.compare(a, b)
    if (previousCompare != 0) previousCompare else compareValuesBy(b, a, comparator, selector)
}

/**
 * Combines this comparator and the given [comparator] such that the latter is applied only\n * when the former considered values equal.\n */
@sample samples.comparisons.ComparatorWithComparator
Comparator(a, b) { a, b ->
    val previousCompare = this@then.compare(a, b)
    if (previousCompare != 0) previousCompare else comparator.compare(a, b)
}

// Not so useful without type inference for receiver of expression\n/**
 * Extends the given [comparator] of non-nullable values to a comparator\n * of nullable values\n * considering `null` value less than any other value.\n */
public fun <T : Any> nullsFirst(comparator: Comparator<in T>): Comparator<T?> =
Comparator { a, b ->
    when {
        a === b -> 0
        a == null -> -1
        b == null -> 1
        else -> comparator.compare(a, b)
    }
}

/**
 * Provides a comparator of nullable [Comparable] values\n * considering `null` value greater than any other value.\n */
@kotlin.internal.InlineOnly
public inline fun <T : Comparable<T>> nullsLast(): Comparator<T?> =
nullsLast(naturalOrder())

/**
 * Returns a comparator that compares [Comparable] objects in natural order.\n */
@sample samples.comparisons.ComparatorWithComparator
Comparator(a, b) { a, b ->
    when {
        a === b -> 0
        a == null -> 1
        b == null -> -1
        else -> comparator.compare(a, b)
    }
}

// Not so useful without type inference for receiver of expression\n/**
 * Extends the given [comparator] of non-nullable values to a comparator\n * of nullable values\n * considering `null` value greater than any other value.\n */
public fun <T : Any> nullsLast(comparator: Comparator<in T>): Comparator<T?> =
Comparator { a, b ->
    when {
        a === b -> 0
        a == null -> 1
        b == null -> -1
        else -> comparator.compare(a, b)
    }
}

/**
 *  Returns a comparator that imposes the reverse ordering\n * of this comparator.\n */
public fun <T> Comparator<T>.reversed(): Comparator<T> = when (this) {
    is ReversedComparator -> this.comparator
    else -> Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> 1
            b == null -> -1
            else -> comparator.compare(b, a)
        }
    }
}

/**
 * Returns a comparator that compares [Comparable] objects in reversed natural order.\n */
@sample samples.comparisons.ComparatorWithComparator
Comparator(a, b) { a, b ->
    when {
        a === b -> 0
        a == null -> 1
        b == null -> -1
        else -> comparator.compare(b, a)
    }
}

/**
 * Returns a comparator of reverseOrder comparator.\n */
public fun <T : Comparable<T>> reverseOrder(): Comparator<T> = @Suppress("UNCHECKED_CAST") (ReverseOrderComparator as Comparator<T>)

Comparator(a, b) { a, b ->
    when {
        a === b -> 0
        a == null -> 1
        b == null -> -1
        else -> comparator.compare(b, a)
    }
}

/**
 *  Returns a comparator that imposes the reverse ordering\n * of this comparator.\n */
public fun <T> Comparator<T>.reversed(): Comparator<T> = when (this) {
    is ReversedComparator -> this.comparator
    else -> Comparator { a, b ->
        when {
            a === b -> 0
            a == null -> 1
            b == null -> -1
            else -> comparator.compare(b, a)
        }
    }
}

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Comparator<T>
    ReverseOrderComparator -> @Suppress("UNCHECKED_CAST")
    (NaturalOrderComparator as Comparator<T>)
    else -> ReversedComparator(this)

private class ReversedComparator<T>(public val comparator: Comparator<T>) : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparator.compare(b, a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<T> = comparator
}

private object NaturalOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = a.compareTo(b)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = ReverseOrderComparator
}

private object ReverseOrderComparator : Comparator<Comparable<Any>> {
    override fun compare(a: Comparable<Any>, b: Comparable<Any>): Int = b.compareTo(a)
    @Suppress("VIRTUAL_MEMBER_HIDDEN")
    fun reversed(): Comparator<Comparable<Any>> = NaturalOrderComparator
}

public actual interface Comparator<T> {
    @JsName("compare")
    actual fun compare(a: T, b: T): Int
}

public actual inline fun <T> Comparator(crossinline comparison: (a: T, b: T) -> Int): Comparator<T> = object : Comparator<T> {
    override fun compare(a: T, b: T): Int = comparison(a, b)
}

/**
 * An exception is thrown to indicate that a method body remains to be implemented.
 * @throws NotImplementedError If the implementation is missing.
 */
public class NotImplementedError(message: String = "An operation is not implemented.") : Error(message)

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 * @param reason a string
 * @throws NotImplementedError(reason)
 */
@kotlin.internal.InlineOnly
public inline fun TODO(): Nothing = throw NotImplementedError()

/**
 * Always throws [NotImplementedError] stating that operation is not implemented.
 * @param reason a string
 * @throws NotImplementedError(reason)
 */
@kotlin.internal.InlineOnly
public inline fun TODO(reason: String): Nothing = throw NotImplementedError("An operation is not implemented: $reason")

/**
 * Calls the specified function [block] and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).
 */
@kotlin.internal.InlineOnly
public inline fun <R> run(block: () -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

/**
 * Calls the specified function [block] with `this` value as its receiver and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#run).
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> T.run(block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block()
}

/**
 * Calls the specified function [block] with the given [receiver] as its receiver and returns its result.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#with).
 */
@kotlin.internal.InlineOnly
public inline fun <T, R> with(receiver: T, block: T.() -> R): R {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block(receiver)
}

/**
 * Calls the specified function [block] with `this` value as its argument and returns `this` value.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#apply).
 */
@kotlin.internal.InlineOnly
public inline fun <T> T.apply(block: (T) -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block(this)
}

/**
 * Calls the specified function [block] with 'this' value as its argument and returns 'this' value.
 * For detailed usage information see the documentation for [scope functions](https://kotlinlang.org/docs/reference/scope-functions.html#also).
 */
@kotlin.internal.InlineOnly
public inline fun <@SinceKotlin("1.1")> T.also(block: (T) -> Unit): T {
    contract {
        callsInPlace(block, InvocationKind.EXACTLY_ONCE)
    }
    return block(this)
}
Throws an [IndexOutOfBoundsException] if the size of this list is less than 1.

```kotlin
public inline operator fun <T, @kotlin.internal.InlineOnly> List<T>.component1(): T {
    return get(0)
}

@kotlin.internal.InlineOnly
defaultValue: (Int) -> T

this.getOrElse(index, defaultValue)
```

Throws a [NoSuchElementException] if the collection is empty.

```kotlin
public fun <T, @kotlin.internal.InlineOnly> List<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var count = 0
    while (iterator.hasNext()) {
        if (predicate(iterator.next())) {
            return iterator.next()
        }
    }
    return null
}
```

```kotlin
public fun <T, @kotlin.internal.InlineOnly> List<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}
```

```kotlin
public operator fun <T, @kotlin.internal.InlineOnly> List<T>.elementAtOrNull(index: Int): T? {
    if (this is List)
        return getOrNull(index)
    if (index < 0)
        return null
    var count = 0
    while (iterator.hasNext()) {
        if (predicate(iterator.next())) {
            return iterator.next()
        }
    }
    return null
}
```

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Iterable<T>.firstOrNull(): T {
    if (this) {
        T item = List -> return this.first()
        else -> {
            val iterator = iterator()
                if (!iterator.hasNext())
                    throw NoSuchElementException("Collection is empty.")
            return iterator.next()
    } else {
        return null
    }
}

Returns first element.

@throws NoSuchElementException if the list is empty.

inline fun <T> List<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            lastIndex = index
        index++
    }
    return -1
}

Returns index of the first element matching the given [predicate], or `-1` if the list does not contain such element.

@throws NoSuchElementException if the list is empty.

klassic.OnlyInputTypes T> List<T>.indexOf(element: T): Int {
    if (this is List) return this.indexOf(element)
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (item == element)
            return index
        index++
    }
    return -1
}

@Suppress("EXTENSION_SHADOWED_BY_MEMBER") // false warning, extension takes precedence in some cases

fun <T> List<T>.getOrNull(index: Int): T? {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

Returns null if the [index] is out of bounds of this list.

@kotlin.internal.InlineOnly

public inline fun <T> List<T>.getOrElse(index: Int, defaultValue: (Int) -> T): T {
    return if (index >= 0 && index <= lastIndex) getOrNull(index)
    else defaultValue(index)
}

Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this list.

*>::@kotlin.internal.InlineOnly

public fun <@kotlin.internal.OnlyInputTypes T> List<T>.indexOfLast(predicate: (T) -> Boolean): T? {
    if (this) {
        T item = List -> return this.first()
        else -> {
            val iterator = iterator()
                if (!iterator.hasNext())
                    return null
    } else {
        return this[0]
    }
}

Returns first index of [element], or `-1` if the list does not contain element.

@throws NoSuchElementException("Collection contains no element matching the predicate.")

Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): T? {
    when (this) {
        is List -> {
            if (isEmpty())
                return null
            else
                return this[0]
        }
    }
}

Returns first index of [element], or the result of calling the [predicate] if [element] is not found.

fun <T> List<T>.firstOrNull(): T? {
    return if (isEmpty()) null else this[0]
}

Returns the first element, or `null` if the list is empty.

Iterable<T>.firstOrNull(predicate: (T) -> Boolean): T? {
    when (this) {
        is List -> return this.first()
        else -> {
            val iterator = iterator()
                if (!iterator.hasNext())
                    throw NoSuchElementException("List is empty.")
            return iterator.next()
        }
    }
}

Returns first element.

@throws NoSuchElementException if the given [predicate] is not matched.

public fun <T> List<T>.last(): T {
    if (isEmpty())
        throw NoSuchElementException("List is empty.")
    return this[lastIndex]
}

Returns the last element matching the given [predicate], or `null` if the list is empty.

@throws NoSuchElementException if no such element is found.

 mooie inline fun <T> List<T>.indexOfLast(predicate: (T) -> Boolean): T? {
    if (this) {
        T item = List -> return this.first()
        else -> {
            val iterator = iterator()
                if (!iterator.hasNext())
                    return null
    } else {
        return this[0]
    }
}

Returns last index of the first element matching the given [predicate], or `-1` if the collection does not contain such element.

@throws NoSuchElementException("List is empty.")

Iterable<T>.firstOrNull(): T? {
    when (this) {
        is List -> return this.first()
        else -> {
            val iterator = iterator()
                if (!iterator.hasNext())
                    throw NoSuchElementException("List is empty.")
            return iterator.next()
        }
    }
}

Returns the first element matching the given [predicate], or `null` if the collection does not contain such element.

@throws NoSuchElementException if the collection is empty.

public fun <@kotlin.internal.OnlyInputTypes T> List<T>.indexOfFirst(predicate: (T) -> Boolean): T? {
    for (element in this) if (predicate(element))
        return element
    return null
}

Returns first index of [element], or `-1` if the list does not contain element.

@throws NoSuchElementException("Collection contains no element matching the predicate.")

Iterable<T>.indexOfFirst(predicate: (T) -> Boolean): T? {
    if (this) {
        T item = List -> return this.first()
        else -> {
            val iterator = iterator()
                if (!iterator.hasNext())
                    throw NoSuchElementException("Collection is empty.")
            return iterator.next()
        }
    }
}

Returns last index of the last element matching the given [predicate], or `-1` if the list does not contain such element.

@throws NoSuchElementException("Collection contains no element matching the predicate.")

Iterable<T>.firstOrNull(): T? {
    when (this) {
        is List -> return this.first()
        else -> {
            val iterator = iterator()
                if (!iterator.hasNext())
                    throw NoSuchElementException("List is empty.")
            return iterator.next()
        }
    }
}

Returns the first element matching the given [predicate], or `null` if the list is empty.

@throws NoSuchElementException if no such
element is found.

```kotlin
public inline fun <T> Iterable<T>.last(predicate: (T) -> Boolean): T {
    var last: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            last = element
            found = true
        } if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.")
```
matching the given [predicate], or throws exception if there is no or more than one matching element.

@sample samples.collections.Filtering.filter
 */
public inline fun <T> Iterable<T>.filter(predicate: (T) -> Boolean): List<T> {
    return filterTo(ArrayList<T>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate], or throws exception if there is no or more than one matching element.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Transformations.drop
 */
public fun <T> Iterable<T>.drop(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    var list: ArrayList<T>
    if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0)
            return emptyList()
        list = ArrayList<T>(resultSize)
        val iterator = iterator()
        if (!iterator.hasNext())
            return null
        val single = iterator.next()
        return listOf(single)
    } else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this) {
        if (predicate(item)) {
            if (found) return null
            single = item
            list.add(item)
        } else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    if (!found) return null
    return list.optimizeReadOnlyList()
}

/**
 * Returns a list containing all elements except first [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Transformations.drop
 */
public fun <T> Iterable<T>.dropWhile(predicate: (T) -> Boolean): List<T> {
    if (this is List<T>) {
        if (this is RandomAccess) {
            val iterator = iterator()
            if (!iterator.hasNext())
                return null
            val single = iterator.next()
            if (iterator.hasNext())
                return null
            return single as T
        } else {
            return drop(n)
        }
    } else {
        val list: ArrayList<T>
        if (this is Collection<*>) {
            val resultSize = size - n
            if (resultSize <= 0)
                return emptyList()
            list = ArrayList<T>(resultSize)
            val iterator = iterator()
            if (!iterator.hasNext())
                return null
            val single = iterator.next()
            val count = 0
            for (item in this) {
                if (count >= n) list.add(item) else ++count
            }
            if (count >= n) list.add(item) else ++count
            return resultOf(last())
        } else {
            var count = 0
            for (item in this) {
                if (predicate(item)) {
                    if (found) return null
                    single = item
                    list.add(item)
                } else if (!predicate(item)) {
                    list.add(item)
                    yielding = true
                }
            }
            if (!found) return null
            return list.optimizeReadOnlyList()
        }
    }
    else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this) {
        if (predicate(item)) {
            if (found) return null
            single = item
            list.add(item)
        } else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    if (!found) return null
    return list.optimizeReadOnlyList()
}

/**
 * Returns a list containing elements except first 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Transformations.drop
 */
public fun <T> Iterable<T>.dropLast(n: Int): List<T> {
    if (!isEmpty()) {
        val iterator = iterator()
        val count = 0
        for (item in this) {
            if (count >= n) list.add(item) else ++count
        }
        val listIterator = listIterator(size - n).coerceAtLeast(0)
        val list = ArrayList<T>()
        for (item in listIterator(n))
            list.add(item)
        return list
    } else {
        return emptyList()
    }
    else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this) {
        if (predicate(item)) {
            if (found) return null
            single = item
            list.add(item)
        } else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    if (!found) return null
    return list.optimizeReadOnlyList()
}

/**
 * Returns a list containing all elements except last 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Transformations.drop
 */
public fun <T> List<T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    var list: ArrayList<T>
    if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0)
            return emptyList()
        list = ArrayList<T>(resultSize)
        for (index in n until size)
            list.add(this[index])
        else {
            for (item in listIterator(n))
                list.add(item)
            return list
        }
    }
    if (n > 0) {
        var found = false
        for (element in this) {
            if (predicate(element)) {
                if (found) throw
                found = true
            }
        }
        if (!found) throw NoSuchElementException("Collection contains no element matching the predicate.")
        @Suppress("UNCHECKED_CAST")
        return single as T
    } else {
        return emptyList()
    }
    else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this) {
        if (predicate(element)) {
            if (found) throw
            found = true
        }
    }
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    val single = iterator.next()
    return single
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Transformations.drop
 */
public fun <T> List<T>.dropLastWhile(predicate: (T) -> Boolean): List<T> {
    if (this is Collection<*>) {
        val list = ArrayList<T>()
        val iterator = this.iterator()
        if (!iterator.hasNext())
            return emptyList()
        list.add(this[0])
        while (iterator.hasNext())
            if (!predicate(iterator.next()))
                return list
        return emptyList()
    } else {
        var count = 0
        for (item in this) {
            if (predicate(item)) {
                if (found) return null
                single = item
                list.add(item)
            } else if (!predicate(item)) {
                list.add(item)
                yielding = true
            }
        }
        if (!found) return null
        return list.optimizeReadOnlyList()
    }
    else {
        list = ArrayList<T>()
    }
    var count = 0
    for (item in this) {
        if (predicate(item)) {
            if (found) return null
            single = item
            list.add(item)
        } else if (!predicate(item)) {
            list.add(item)
            yielding = true
        }
    }
    if (!found) return null
    return list.optimizeReadOnlyList()
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Transformations.drop
 */
public fun <T> List<T>.dropLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return toList()
    val list: ArrayList<T>
    if (this is Collection<*>) {
        val resultSize = size - n
        if (resultSize <= 0)
            return emptyList()
        list = ArrayList<T>(resultSize)
        val iterator = iterator()
        if (!iterator.hasNext())
            return null
        val single = iterator.next()
destination\n} \n\n/**
 * Returns a list containing all elements that are instances of specified type parameter R.
 * \n * \n * @sample samples.collections.Collections.Filtering.filter
 */
public fun <T> List<T>.slice(indices: IntRange): List<T> {
    if (indices.isEmpty()) return listOf()
    return this.subList(indices.start, indices.endInclusive + 1).toList()
}

/**
 * Returns a list containing last n elements.
 * \n * @throws IllegalArgumentException if n is negative.
 * \n * @sample samples.collections.Collections.Transformations.take
 */
public fun <T> List<T>.takeLast(n: Int): List<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = this.size
    if (n >= size) return toList()
    if (n == 1) return listOf(last())
    val list = ArrayList<T>(n)
    if (this is RandomAccess) {
        for (index in size - n until size)
            list.add(this[index])
    } else {
        for (item in listIterator(size - n))
            list.add(item)
    }
    return list
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * \n * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> List<T>.takeLastWhile(predicate: (T) -> Boolean): List<T> {
    if (isEmpty())
        return emptyList()
    val iterator = listIterator(size)
    while (iterator.hasNext()) {
        if (!predicate(iterator.next())) {
            iterator.next()
            val expectedSize = size - iterator.nextIndex()
            if (expectedSize == 0) return emptyList()
            return ArrayList<T>(expectedSize).apply {
                while (iterator.hasNext())
                    add(iterator.next())
            }
        }
    }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * \n * @sample samples.collections.Collections.Transformations.take
 */
public inline fun <T> Iterable<T>.takeWhile(predicate: (T) -> Boolean): List<T> {
    val list = ArrayList<T>()
    for (item in this) {
        if (!predicate(item))
            break
        list.add(item)
    }
    return list
}
/**
 * Sorts elements in the list in-place according to the specified [selector] function.
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T : Comparable<T>> MutableList<T>.sortDescending(): Unit {
    sortWith(reverseOrder())
}

/**
 * Returns a list of all elements sorted according to the specified [comparator].
 * 
 * The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.
 */
public fun <T> Iterable<T>.sortedWith(comparator: Comparator<in T>): List<T> {
    if (this is Collection) {
        if (size <= 1) return toList()
        @Suppress("UNCHECKED_CAST")
        return (toTypedArray<Any?>() as Array<T>).apply { sortWith(comparator) }.asList()
    }
    return toMutableList().apply { sortWith(comparator) }
}

/**
 * Returns an array of Boolean containing all of the elements of this collection.
 */
public fun Collection<Boolean>.toBooleanArray(): BooleanArray {
    val result = BooleanArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Byte containing all of the elements of this collection.
 */
public fun Collection<Byte>.toByteArray(): ByteArray {
    val result = ByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Char containing all of the elements of this collection.
 */
public fun Collection<Char>.toCharArray(): CharArray {
    val result = CharArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Double containing all of the elements of this collection.
 */
public fun Collection<Double>.toDoubleArray(): DoubleArray {
    val result = DoubleArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Float containing all of the elements of this collection.
 */
public fun Collection<Float>.toFloatArray(): FloatArray {
    val result = FloatArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Int containing all of the elements of this collection.
 */
public fun Collection<Int>.toIntArray(): IntArray {
    val result = IntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of Long containing all of the elements of this collection.
 */
public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
of this collection.

```kotlin
public fun Collection<Long>.toLongArray(): LongArray {
    val result = LongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

```kotlin
public fun Collection<Short>.toShortArray(): ShortArray {
    val result = ShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}
```

```kotlin
public inline fun <T, K, V> Iterable<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateTo(LinkedHashMap<K, V>(), transform)
}
```

```kotlin
public inline fun <T, K, V> Iterable<T>.associateBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, V> {
    val capacity = mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16)
    return associateByTo(LinkedHashMap<K, V>(), keySelector, valueTransform)
}
```

```kotlin
public inline fun <T, K, M : MutableMap<in K, in T>> Iterable<T>.associateTo(destination: M, keySelector: (T) -> K): M {
    for (element in this)
        destination.put(keySelector(element), element)
    return destination
}
```

```kotlin
@SinceKotlin("1.3")
public inline fun <K, V> Iterable<K>.associateWith(valueSelector: (K) -> V): Map<K, V> {
    val result = LinkedHashMap<K,
```
V>(mapCapacity(collectionSizeOrDefault(10)).coerceAtLeast(16))\nreturn associateWithTo(result, valueSelector)\n\n* Populates and returns the [destination] mutable map with key-value pairs for each element of the given collection, where key is the element itself and value is provided by the [valueSelector] function applied to that key.\n\n* If any two elements are equal, the last one overwrites the former value in the map.\n\n/*\n@SinceKotlin("1.3")\n*/public inline fun <K, V, M : MutableMap<K, V>>\nIterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {\n    return associateWithTo(result, valueSelector)\n}

/**\n * Populates and returns the [destination] mutable map with key-value pairs for each\n * element of the given collection, where key is the element itself and value is provided by the [valueSelector]\n * function applied to that key.\n * \n * If any two elements are equal, the last one overwrites the former value in the\n * map.\n */
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<K, V>>\nIterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {\n    return associateWithTo(result, valueSelector)\n}

/**\n * Returns a [List] containing all elements of this [Collection].\n */
public fun <T> Collection<T>.toList(): List<T> {\n    if (this is Collection) {\n        return when (size) {\n            0 -> emptyList()\n            1 -> listOf(if (this is List) get(0) else iterator().next())\n            else -> this.toMutableList().optimizeReadOnlyList()\n        }\n    }\n    return this.toMutableList().optimizeReadOnlyList()\n}

/**\n * Returns a [Set] of all elements.\n * \n * The returned set preserves the entry iteration order of the original collection.\n */
public fun <T> Collection<T>.toSet(): Set<T> {\n    if (this is Collection) {\n        return when (size) {\n            0 -> emptySet()\n            1 -> setOf(if (this is List) get(0) else iterator().next())\n            else -> toCollection(LinkedHashSet<T>(mapCapacity(size))).optimizeReadOnlySet()\n        }\n    }\n    return toCollection(LinkedHashSet<T>()).optimizeReadOnlySet()\n}

/**\n * Groups elements of the original collection by the key returned by the given [keySelector] function applied to each\n * element and puts to the [destination] map each group key associated with a list of corresponding elements.\n */
public inline fun <T, K, M : MutableMap<K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { \n            \n        }\n        destination[key] = list + element\n    }\n    return destination\n}

/**\n * Groups elements of the original collection by the key returned by the given [keySelector] function applied to each\n * element and puts to the [destination] map each group key associated with a list of corresponding elements.\n */
public inline fun <T, K, M : MutableMap<K, MutableList<T>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K): M {\n    for (element in this) {\n        val key = keySelector(element)\n        val list = destination.getOrPut(key) { \n            \n        }\n        destination[key] = list + element\n    }\n    return destination\n}

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

/**\n * Returns a [HashSet] of all elements.\n */
public fun <T> Iterable<T>.toHashSet(): HashSet<T> {\n    return toCollection(HashSet<T>(mapCapacity(collectionSizeOrDefault(12))))\n}

/**\n * Returns a [List] containing all elements of this [Iterable].\n */
public fun <T> Iterable<T>.toList(): List<T> {\n    return flatMapTo(ArrayList<T>(), transform)\n}

/**\n * Returns a [List] containing all elements of this [Iterable].\n */
public fun <T, R>\nIterable<T>.toList(): List<R> {\n    return flatMapTo(ArrayList<T>(), transform)\n}

/**\n * Appends all elements to the given [destination] mutable map with key-value pairs for each\n * element of the given collection, \n * where key is the element itself and value is provided by the [valueSelector]\n * function applied to that key. \n * \n * If any two elements are equal, the last one overwrites the former value in the\n * map.\n */
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<K, V>>\nIterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {\n    return associateWithTo(result, valueSelector)\n}

/**\n * Populates and returns the [destination] mutable map with key-value pairs for each\n * element of the given collection, \n * where key is the element itself and value is provided by the [valueSelector]\n * function applied to that key. \n * \n * If any two elements are equal, the last one overwrites the former value in the\n * map.\n */
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<K, V>>\nIterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {\n    return associateWithTo(result, valueSelector)\n}

/**\n * Appends all elements to the given [destination] mutable map with key-value pairs for each\n * element of the given collection, \n * where key is the element itself and value is provided by the [valueSelector]\n * function applied to that key. \n * \n * If any two elements are equal, the last one overwrites the former value in the\n * map.\n */
@SinceKotlin("1.3")
public inline fun <K, V, M : MutableMap<K, V>>\nIterable<K>.associateWithTo(destination: M, valueSelector: (K) -> V): M {\n    return associateWithTo(result, valueSelector)\n}
ArrayList<T>()
    list.add(element)
    return destination
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original collection
 * by the key returned by the given [keySelector] function applied to the element
 * and puts to the [destination] map each key group associated with a list of corresponding values.
 */
public inline fun <T, K, V, M : MutableMap<K, MutableList<V>>> Iterable<T>.groupByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}

/**
 * Creates a [Grouping] source from a collection to be used later with one of group-and-fold operations
 * using the [keySelector] function to extract a key from each element.
 */
@SinceKotlin("1.1")
public inline fun <T, K> Iterable<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original collection.
 */
public inline fun <T, R> Iterable<T>.map(transform: (T) -> R): List<R> {
    return mapTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original collection.
 */
public inline fun <T, R> Iterable<T>.mapIndexed(transform: (index: Int, T) -> R): List<R> {
    return mapIndexedTo(ArrayList<R>(collectionSizeOrDefault(10)), transform)
}

/**
 * Returns a list containing only the non-null results of applying the given [transform] function
 * to each element in the original collection.
 */
public inline fun <T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element of the original collection
 * and appends the results to the given [destination].
 */
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapTo(destination: C, transform: (T) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original collection
 * and appends only the non-null results to the given [destination].
 */
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapIndexedTo(destination: C, transform: (index: Int, T) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++, item)))
    return destination
}

/**
 * Applies the given [transform] function to each element and the element itself
 * and returns the result of the transform applied to the element.
 */
public inline fun <T, R : Any> Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element of the original collection
 * and appends the results to the given [destination].
 */
public inline fun <T, R, C : MutableCollection<in R>> Iterable<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    for (element in this)
        transform(element)?.let { destination.add(it) }
    return destination
}

/**
 * Applies the given [transform] function to each element and its index in the original collection
 * and appends only the non-null results to the given [destination].
 */
public inline fun <T, R : Any> Iterable<T>.mapIndexedNotNull(transform: (index: Int, T) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}

/**
 * Applies the given [transform] function to each element of the original collection
 * and appends the results to the given [destination].
 */
public inline fun <T, R : Any> Iterable<T>.mapNotNull(transform: (T) -> R?): List<R> {
    return mapNotNullTo(ArrayList<R>(), transform)
}
[IndexedValue] containing the index of that element and the element itself.

public <T> Iterable<T>.withIndex(): Iterable<IndexedValue<T>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a list containing only distinct elements from the given collection.
 * The elements in the resulting list are in the same order as they were in the source collection.
 * @param samples.collections.Collections.Transformations.distinctAndDistinctBy
 * @param fun <T> Iterable<T>.distinct(): List<T> {
    var set = HashSet<T>()
    val list = ArrayList<T>()
    for (e in this) if (set.add(e)) list.add(e)
    return list
}

/**
 * Returns a list containing only elements from the given collection having distinct keys returned by the given [selector] function.
 * The elements in the resulting list are in the same order as they were in the source collection.
 * To get a set containing all elements that are contained at least in one of these collections use [union].
 */
public infix fun <T, K> Iterable<T>.intersect(other: Iterable<K>): Set<T> {
    val set = this.toMutableSet()
    set.retainAll(other)
    return set
}

/**
 * Returns a set containing all elements that are contained by both this collection and the specified collection.
 * To get a set containing all elements that are contained at least in one of these collections use [union].
 */
public infix fun <T> Iterable<T>.subtract(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.removeAll(other)
    return set
}

/**
 * Returns `true` if all elements match the given 
 * predicate.
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <T> Iterable<T>.all(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return true
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if collection has at least one element.
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun <T> Iterable<T>.any(): Boolean {
    if (this is Collection) return !isEmpty()
    return iterator().hasNext()
}

/**
 * Returns `true` if at least one element matches the given predicate.
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> Iterable<T>.any(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this collection.
 */
public fun <T> Iterable<T>.count(): Int {
    if (this is Collection) return size
    var count = 0
    for (element in this) checkCountOverflow(++count)
    return count
}

/**
 * Returns the number of distinct elements from both collections.
 * The returned set preserves the element iteration order of the original collection.
 * Those elements of the other collection that are unique are iterated in the end in the order of the original collection.
 * To get a set containing all elements that are contained in both collections use [intersect].
 */
public infix fun <T> Iterable<T>.union(other: Iterable<T>): Set<T> {
    val set = this.toMutableSet()
    set.addAll(other)
    return set
}

/**
 * Returns `true` if at least one element matches the given predicate.
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <T> Iterable<T>.any(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty()) return false
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given predicate.
 */
public inline fun <T> Iterable<T>.count(predicate: (T) -> Boolean): Int {
    if (this is Collection && isEmpty()) return 0
    var count = 0
    for (element in this) checkCountOverflow(++count)
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 * @param fun <T, R> Iterable<T>.fold(initial: R, operation: (acc: R, T) -> R): R
 */
// Other methods and functions related to collections and iterators.
openedSourceUsedInDCNM1212.0(2)10440

```kotlin
@SinceKotlin("1.1")
public fun <T: Comparable<T>> Iterable<T>.maxBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there
 * are no elements.
 * 
 * @param [selector] A function that takes the index of an element, the element itself
 * and the current accumulator value, and calculates the next accumulator value.
 * @returns The element yielding the largest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.maxBy
 */
public inline fun <T, R : Comparable<R>> Iterable<T>.foldRightIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index, accumulator, element)
    return accumulator
}

/**
 * Performs the given [operation] from right to left on each element in the original list and
 * current accumulator value.
 * 
 * @param [operation] A function that takes the index of an element, the element itself in
 * the original list and current accumulator value, and calculates the next accumulator value.
 * @param [initial] The initial value of the accumulation.
 * @returns The final accumulator value.
 */
public inline fun <T, R> List<T>.foldRight(initial: R, operation: (T, acc: R) -> R): R {
    var accumulator = initial
    if (!isEmpty()) {
        val iterator = listIterator(size)
        while (iterator.hasPrevious()) {
            val index = iterator.previousIndex()
            accumulator = operation(iterator.previous(), accumulator)
        }
    }
    return accumulator
}
```
while (iterator.hasNext()) {
    val e = iterator.next()
    if (e.isNaN()) return e
    if (min > e) min = e
}
return min

/**
 * Returns the smallest element or `null` if there are no elements.
 */
public fun <T : Comparable<T>> Iterable<T>.min(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator]
 * or `null` if there are no elements.
 */
public fun <T> Iterable<T>.minWith(comparator: Comparator<in T>): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the collection has no elements.
 */
public fun <T> Iterable<T>.none(): Boolean {
    if (this is Collection) return isEmpty()
    return !iterator().hasNext()
}

/**
 * Returns `true` if no elements match the given [predicate].
 */
public inline fun <T> Iterable<T>.none(predicate: (T) -> Boolean): Boolean {
    if (this is Collection && isEmpty())
        return true
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Performs the given [action] on each element and returns the collection itself afterwards.
 */
@SinceKotlin("1.1")
public inline fun <T, C : Iterable<T>> C.onEach(action: (T) -> Unit): C {
    return apply { for (element in this)
        action(element) }
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right
 * to current accumulator value and each element.
 */
@SinceKotlin("1.1.1")
@ExperimentalStdlibApi
public inline fun <S, T : S> Iterable<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from right to left
 * to current accumulator value and each element.
 */
public inline fun <S, T : S> List<T>.reduceRight(operation: (T, acc: S) -> S): S {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious())
        throw UnsupportedOperationException("Empty list can't be reduced.
"
    var index = 1
    var accumulator: S = iterator.previous()
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.next(), accumulator)
    }
    return accumulator
}

/**
 * Throws an exception if the collection is empty.
 */
@ExperimentalStdlibApi
public inline fun <S, T : S> Iterable<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) throw UnsupportedOperationException("Empty list can't be reduced.
"
    var index = 0
    var accumulator = operation(0, iterator.next())
    while (iterator.hasNext()) {
        accumulator = operation(iterator.next(), accumulator)
    }
    return accumulator
}

/**
 * Throws an exception if the collection is empty.
 */
@ExperimentalStdlibApi
public inline fun <S, T : S> List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? {
    val iterator = listIterator(size)
    if (!iterator.hasPrevious()) throw UnsupportedOperationException("Empty list can't be reduced.
"
    var index = 0
    var accumulator = operation(0, iterator.previous())
    while (iterator.hasPrevious()) {
        accumulator = operation(iterator.next(), accumulator)
    }
    return accumulator
}
operation(iterator.previous(), accumulator) \n\nreturn accumulator

* Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original list and current accumulator value.

@param [operation] function that takes the index of an element, the element itself, and current accumulator value, and calculates the next accumulator value.

* @param samples.collections.Collections.Aggregates.reduceRightOrNull

* \n@SinceKotlin("1.3.0") \n@ExperimentalStdlibApi \n
public inline fun <S, T : S> List<T>.reduceRightIndexed(operation: (index: Int, T, acc: S) -> S): S? { \n  \n  val \n  \n  iterator = listIterator(size)
if (!iterator.hasNext()) throw UnsupportedOperationException("Empty list can't be reduced.")
\n  var \n  \n  accumulator = operation(index, iterator.previous(), accumulator)
\n  return accumulator
}

*\nAccumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the list is empty.

* @param samples.collections.Collections.Aggregates.reduceRightOrNull

* \n@SinceKotlin("1.3.0") \n@ExperimentalStdlibApi \n
public inline fun <S, T : S> List<T>.reduceRightOrNull(operation: (T, acc: S) -> S): S? { \n  \n  val \n  \n  iterator = listIterator(size)
if (!iterator.hasNext()) return null
\n  var \n  \n  accumulator = operation(iterator.previous(), accumulator)
\n  return accumulator
}

*\nReturns a list containing successively accumulating values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in the resulting list.

* @param [operation] function that takes the index of an element, current accumulator value, and the element itself, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.reduceRightIndexed

* \n@SinceKotlin("1.3.0") \n@ExperimentalStdlibApi \n
public inline fun <T, R> Iterable<T>.scan(initial: R, operation: (acc: R, T) -> R): List<R> { \n  \n  val \n  \n  estimatedSize = collectionSizeOrDefault(9)
if (estimatedSize == 0) return listOf(initial)
\n  val \n  \n  result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
\n  var \n  \n  accumulator = initial
\n  for (element in this) {\n    accumulator = operation(accumulator, element)
    result.add(accumulator)
  }
  return result
}

*\nReturns a list containing successively accumulating values generated by applying [operation] from left to right to each element, its index in the original collection and current accumulator value that starts with [initial] value.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in the resulting list.

* @param [operation] function that takes the index of an element, current accumulator value, and the element itself, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scan

* \n@SinceKotlin("1.3.0") \n@ExperimentalStdlibApi \n
public inline fun <T, R> Iterable<T>.scanIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): List<R> { \n  \n  val \n  \n  estimatedSize = collectionSizeOrDefault(9)
if (estimatedSize == 0) return listOf(initial)
\n  val \n  \n  result = ArrayList<R>(estimatedSize + 1).apply { add(initial) }
\n  var \n  \n  index = 0
\n  var \n  \n  accumulator = initial
\n  for (element in this) {\n    accumulator = operation(index++, accumulator, element)
    result.add(accumulator)
  }
  return result
}

*\nReturns a list containing successively accumulating values generated by applying [operation] from left to right to each element, and calculates the next accumulator value.

* @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scanIndexed

* \n@SinceKotlin("1.3.0") \n@ExperimentalStdlibApi \n
public inline fun <S, T : S> Iterable<T>.scanReduce(operation: (acc: S, T) -> S): List<S> { \n  \n  val \n  \n  iterator = this.iterator()
if (!iterator.hasNext()) return emptyList()
\n  var \n  \n  accumulator = iterator.next()
\n  val \n  \n  result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
\n  while (iterator.hasNext()) {\n    accumulator = operation(accumulator, iterator.next())
    result.add(accumulator)
  }
  return result
}

*\nReturns a list containing successively accumulating values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this collection.

* Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in the resulting list.

* @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scanReduce

* \n@SinceKotlin("1.3.0") \n@ExperimentalStdlibApi \n
public inline fun <S, T : S> Iterable<T>.scanReduce(operation: (acc: S, T) -> S): List<S> { \n  \n  val \n  \n  iterator = this.iterator()
if (!iterator.hasNext()) return emptyList()
\n  var \n  \n  accumulator = iterator.next()
\n  val \n  \n  result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
\n  while (iterator.hasNext()) {\n    accumulator = operation(accumulator, iterator.next())
    result.add(accumulator)
  }
  return result
}

*\nReturns a list containing successively accumulating values generated by applying [operation] from left to right to each element, and calculates the next accumulator value.

* @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scanReduce

* \n@SinceKotlin("1.3.0") \n@ExperimentalStdlibApi \n
public inline fun <S, T : S> Iterable<T>.scanReduce(operation: (acc: S, T) -> S): List<S> { \n  \n  val \n  \n  iterator = this.iterator()
if (!iterator.hasNext()) return emptyList()
\n  var \n  \n  accumulator = iterator.next()
\n  val \n  \n  result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
\n  while (iterator.hasNext()) {\n    accumulator = operation(accumulator, iterator.next())
    result.add(accumulator)
  }
  return result
}

*\nReturns a list containing successively accumulating values generated by applying [operation] from left to right to each element, and calculates the next accumulator value.

* @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scanReduce

* \n@SinceKotlin("1.3.0") \n@ExperimentalStdlibApi \n
public inline fun <S, T : S> Iterable<T>.scanReduce(operation: (acc: S, T) -> S): List<S> { \n  \n  val \n  \n  iterator = this.iterator()
if (!iterator.hasNext()) return emptyList()
\n  var \n  \n  accumulator = iterator.next()
\n  val \n  \n  result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
\n  while (iterator.hasNext()) {\n    accumulator = operation(accumulator, iterator.next())
    result.add(accumulator)
  }
  return result
}

*\nReturns a list containing successively accumulating values generated by applying [operation] from left to right to each element, and calculates the next accumulator value.

* @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scanReduce

* \n@SinceKotlin("1.3.0") \n@ExperimentalStdlibApi \n
public inline fun <S, T : S> Iterable<T>.scanReduce(operation: (acc: S, T) -> S): List<S> { \n  \n  val \n  \n  iterator = this.iterator()
if (!iterator.hasNext()) return emptyList()
\n  var \n  \n  accumulator = iterator.next()
\n  val \n  \n  result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
\n  while (iterator.hasNext()) {\n    accumulator = operation(accumulator, iterator.next())
    result.add(accumulator)
  }
  return result
}

*\nReturns a list containing successively accumulating values generated by applying [operation] from left to right to each element, and calculates the next accumulator value.

* @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.
left to right
* to each element, its index in the original collection and current accumulator value that starts with the first element of this collection.

* Note that ‘acc’ value passed to [operation] function should not be mutated;
* otherwise it would affect the previous value in resulting list.

* @param [operation] function that takes the index of an element, current accumulator value
* and the element itself, and calculates the next accumulator value.

* @sample samples.collections.Collections.Aggregates.scanReduce

/*@SinceKotlin("1.3.1")@ExperimentalStdlibApi
*public inline fun <S, T : S>
*Iterable<T>.scanReduceIndexed(operation: (index: Int, acc: S, T) -> S): List<S> {
*   var iterator = this.iterator()
*   if (!iterator.hasNext()) return emptyList()
*   var accumulator: S = iterator.next()
*   val result = ArrayList<S>(collectionSizeOrDefault(10)).apply { add(accumulator) }
*   var index = 1
*   while (iterator.hasNext()) {
*       accumulator = operation(index++, accumulator, iterator.next())
*       result.add(accumulator)
*   }
*   return result
*}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 */
public inline fun <T> Iterable<T>.sumBy(selector: (T) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each element in the collection.
 */
public inline fun <T> Iterable<T>.sumByDouble(selector: (T) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns
* an original collection containing all the non-`null` elements, throwing an [IllegalArgumentException] if there are
* any ‘null’ elements.
*/
@SinceKotlin("1.2")
public fun <T>
*Iterable<T>.chunked(size: Int): List<List<T>> {
*   return windowed(size, size, partialWindows = true)
*}

/**
 * Splits this collection into several lists each not exceeding the given [size]
* and applies the given [transform]
* function to an each.
* @return list of results of the [transform] applied to an each list.
* @param size the number of elements to take in each list, must be positive and can be greater
* than the number of elements in this collection.
*/
correct and stable implementation of `hashCode()` that doesn't change between successive invocations.

```kotlin
public operator fun <T> Iterable<T>.minus(elements: Iterable<T>): List<T> {
    val other = elements.convertToSetForSetOperationWith(this)
    if (other.isEmpty())
        return this.toList()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection except the
 * elements contained in the given `elements` sequence.
 * The `elements` sequence may be converted to a `HashSet` to speed up the operation, thus the elements are required to have a correct and stable implementation of `hashCode()` that doesn't change between successive invocations.
 */
public operator fun <T> Iterable<T>.minus(elements: Sequence<T>): List<T> {
    val other = elements.toList()
    if (other.isEmpty())
        return this.toList()
    return this.filterNot { it in other }
}

/**
 * Returns a list containing all elements of the original collection without the first occurrence of the given `element`.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.minusElement(element: T): List<T> {
    return minus(element)
}

/**
 * Splits the original collection into pair of lists, where *first* list contains
 * all elements for which predicate yields `true`, *second* list contains all elements
 * that yield `false`.
 */
public inline fun <T> Iterable<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}
```

```kotlin
/**
 * Returns a list containing all elements of the original collection and then the given `element`.
 */
public operator fun <T> Iterable<T>.plus(element: T): List<T> {
    if (this is Collection) return this.plus(element)
    val result = ArrayList<T>()
    result.addAll(this)
    result.add(element)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then the given `elements` array.
 */
public operator fun <T> Iterable<T>.plus(elements: Array<out T>): List<T> {
    if (this is Collection) return this.plus(elements)
    val result = ArrayList<T>()
    result.addAll(this)
    result.addAll(elements)
    return result
}

/**
 * Returns a list containing all elements of the original collection and then the given `elements` collection.
 */
public operator fun <T> Iterable<T>.plus(elements: Iterable<T>): List<T> {
    if (this is Collection) return this.plus(elements)
    val result = ArrayList<T>()
    result.addAll(this)
    result.addAll(elements)
    return result
}
```

```kotlin
/**
 * Returns a list of snapshots of the window of the given `size` sliding along this collection with the given [step], where each
 */
```
snapshot is a list.

Several last lists may have less elements than the given [size].

Both [size] and [step] must be positive and can be greater than the number of elements in this collection.

@param size the number of elements to take in each window

@param step the number of elements to move the window forward by on each step, by default 1

@param partialWindows controls whether or not to keep partial windows in the end if any.

@default "false" which means partial windows won't be preserved

@sample samples.collections.Sequences.Transformations.takeWindows


if (this is RandomAccess && this is List) {
    val thisSize = this.size
    val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
    val result = ArrayList<List<T>>(resultCapacity)
    var index = 0
    while (index in 0 until thisSize) {
        val windowSize = size.coerceAtMost(thisSize - index)
        if (windowSize < size && !partialWindows) break
        result.add(List(windowSize) { this[it + index] })
        index += step
    }
    return result
}

windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = false).forEach {
    result.add(it)
}

return result
}

/**
 * Returns a list of results of applying the given [transform] function to
 * an each list representing a view over the window of the given [size].

 * Sliding along this collection with the given [step].

 * Note that the list passed to the [transform] function is ephemeral

 * and is valid only inside that function.

 * You should not store it or allow it to escape in some way, unless you made

 * a snapshot of it.

 * Several last lists may have less elements than the given [size].

 * Both [size] and [step] must be positive and can be greater than the number of elements in this collection.

 * @param size the number of elements to take in each window

 * @param step the number of elements to move the window forward by on each step, by default 1

 * @param partialWindows controls whether or not to keep partial windows in the end if any.

 * @default "false" which means partial windows won't be preserved

 * @sample samples.collections.Sequences.Transformations.averageWindows

 */


if (this is RandomAccess && this is List) {
    val thisSize = this.size
    val resultCapacity = thisSize / step + if (thisSize % step == 0) 0 else 1
    val result = ArrayList<R>(resultCapacity)
    val window = MovingSubList(this)
    var index = 0
    while (index in 0 until thisSize) {
        val windowSize = size.coerceAtMost(thisSize - index)
        if (!partialWindows && windowSize < size) break
        window.move(index, index + windowSize)
        result.add(transform(window))
        index += step
    }
    return result
}

windowedIterator(iterator(), size, step, partialWindows, reuseBuffer = true).forEach {
    result.add(transform(it))
}

return result
}

/**
 * Returns a list of pairs built from the elements of `this` collection and the [other] array with the same index.

 * The returned list has length of the shortest collection.

 * @sample samples.collections.Iterables.Operations.zipIterable

 */

infix fun <T, R> Iterable<T>.zip(other: Array<R>): List<Pair<T, R>>

infix fun <T, R> Iterable<T>.zip(other: Iterable<R>): List<Pair<T, R>>

infix fun <T, V> Iterable<T>.zip(other: Iterable<V>, transform: (a: T, b: R) -> V): List<V>

val arraySize = other.size
val list = ArrayList<V>(minOf(collectionSizeOrDefault(10), arraySize))
var i = 0
for (element in this) {
    if (i >= arraySize) break
    list.add(transform(element, other[i++]))
}

return list
}

/**
 * Returns a list of values built from the elements of ‘this’ collection and the [other] array with the same index

 * using the provided [transform] function applied to each pair of elements.

 * The returned list has length of the shortest collection.

 * @sample samples.collections.Iterables.Operations.zipIterableWithTransform

 * @public inline fun <T, R, V>Iterable<T>.zip(other: Iterable<V>, transform: (a: T, b: R) -> V): List<V>

 */

public fun <T> Iterable<T>.zip(other: Iterable<V>, transform: (a: T, b: R) -> V): List<V>
Iterable<T>.zip(other: Iterable<R>, transform: (a: T, b: R) -> V): List<V> {
    val first = iterator()
    val list = ArrayList<V>(minOf(collectionSizeOrDefault(10),
      other.collectionSizeOrDefault(10)))
    while (first.hasNext() && other.hasNext()) {
        list.add(transform(first.next(), other.next()))
    }
    return list
}

/**
 * Returns a list of pairs of each two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @sample samples.collections.Collections.Transformations.zip
 */
@SinceKotlin("1.2")
public fun <T> Iterable<T>.zipWithNext(): List<Pair<T, T>> {
    return zipWithNext { a, b -> a to b }
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each pair of two adjacent elements in this collection.
 * The returned list is empty if this collection contains less than two elements.
 * @sample samples.collections.Collections.Transformations.zipWithNextToFindDeltas
 */
@SinceKotlin("1.2")
public inline fun <T, R> Iterable<T>.zipWithNext(transform: (a: T, b: T) -> R): List<R> {
    val iterator = iterator()
    if (!iterator.hasNext()) return emptyList()
    val result = mutableListOf<R>()
    var current = iterator.next()
    while (iterator.hasNext()) {
        val next = iterator.next()
        result.add(transform(current, next))
        current = next
    }
    return result
}

/**
 * Appends the string from all the elements separated using [separator] and
 * using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinTo
 */
public fun <T, A : Appendable>
  Iterable<T>.joinTo(buffer: A, separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): A {
    buffer.append(prefix)
    var count = 0
    for (element in this) {
        if (++count > 1) buffer.append(separator)
        if (limit < 0 || count <= limit) {
            buffer.appendElement(element, transform)
        } else break
    }
    if (limit >= 0 && count > limit) buffer.append(truncated)
    buffer.append(postfix)
    return buffer
}

/**
 * Creates a string from all the elements separated using [separator] and using the given [prefix] and [postfix] if supplied.
 * If the collection could be huge, you can specify a non-negative value of [limit], in which case only the first [limit] elements will be appended, followed by the [truncated] string (which defaults to "...").
 * @sample samples.collections.Collections.Transformations.joinToString
 */
public fun <T> Iterable<T>.joinToString(separator: CharSequence = ", ", prefix: CharSequence = "", postfix: CharSequence = "", limit: Int = -1, truncated: CharSequence = "...", transform: ((T) -> CharSequence)? = null): String {
    return joinTo(StringBuilder(), separator, prefix, postfix, limit, truncated, transform).toString()
}

/**
 * Returns this collection as an [Iterable].
 */
@kotlin.internal.InlineOnly
public inline fun <T> Iterable<T>.asIterable(): Iterable<T> {
    return this
}

/**
 * Creates a [Sequence] instance that wraps the original collection returning
 * its elements when being iterated.
 */
public fun <T> Iterable<T>.asSequence(): Sequence<T> {
    return Sequence { this.iterator() }
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfByte")
public fun Iterable<Byte>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        count += 1
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfShort")
public fun Iterable<Short>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        count += 1
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfInt")
public fun Iterable<Int>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        count += 1
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Iterable<Long>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        count += 1
    }
    return if (count == 0) Double.NaN else sum / count
}
checkCountOverflow(++count)
} return if (count == 0) Double.NaN else sum / count

/**
 * Returns an average value of elements in the collection.
 */
public fun Iterable<Float>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the collection.
 */
public fun Iterable<Double>.average(): Double {
    var sum = 0.0
    var count = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Byte>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Short>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public fun Iterable<Int>.sum(): Int {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public funIterable<Long>.sum(): Long {
    var sum = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public funIterable<Float>.sum(): Float {
    var sum = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
public funIterable<Double>.sum(): Double {
    var sum = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 * *****/

package kotlin.collections

import kotlin.comparisons.naturalOrder
import kotlin.random.Random

/** Returns the array if it's not `null`, or an
 * empty array otherwise. */
public actual inline fun <T> Array<out T>?.orEmpty(): Array<out T> = this ?: emptyArray<T>()

@JsName("copyToArray")
@PublishedApi internal inline fun <T> Collection<T>.toTypedArray(): Array<T> = copyToArrayImpl(this)

@JsName("copyToArrayImpl") internal actual fun <T> copyToArrayImpl(collection: Collection<*>): Array<Any?> {
    val array = emptyArray<Any?>()
    val iterator = collection.iterator()
    while (iterator.hasNext())
        array.asDynamic().push(iterator.next())
    return array
}

/**
 * Returns an immutable list
 * containing only the specified object [element].
 */
public fun <T> listOf(element: T): List<T> = arrayListOf(element)

/**
 * Returns an immutable set containing only the specified object [element].
 */
public fun <T> setOf(element: T): Set<T> = hashSetOf(element)

/**
 * Returns an immutable map,
 * mapping only the specified key to the specified value.
 */
public fun <K, V> mapOf(pair: Pair<K, V>): Map<K, V> = hashMapOf(pair)

/**
 * Fills the list with the provided [value].
 */
@SinceKotlin("1.2") public actual fun <T> MutableList<T>.fill(value: T): Unit {
    for (index in 0..lastIndex) {
        this[index] = value
    }
}

/**
 * Randomly shuffles elements in
 * this list.
 */
@SinceKotlin("1.2") public actual fun <T> MutableList<T>.shuffle(): Unit = shuffle(Random)

/*
 * Open Source Used In DCNM 12.12.0(2) 10447
 */
Returns a new list with the elements of this list randomly shuffled.

```kotlin
Returns a new list with the elements of this list randomly shuffled.

@SinceKotlin("1.2")
public actual fun <T> Iterable<T>.shuffled(): List<T> = toMutableList().apply { shuffle() } \n\n\n\n@SinceKotlin("1.2")
public actual fun <T> Iterable<T>.sortWith(comparator: Comparator<in T>): Unit \n\n@SinceKotlin("1.2")
public actual fun <T : Comparable<T>> MutableList<T>.sort(): Unit \n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n\n```
0
    final override fun hasNext(): Boolean = iterator.hasNext()
    final override fun next(): IndexedValue<T> = IndexedValue(checkIndexOverflow(index++), iterator.next())
}

/*
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 */

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

package kotlin.comparisons

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

import kotlin.random.*

/**
 * Returns the greater of two values.
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> maxOf(a: T, b: T): T

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Byte, b: Byte): Byte

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Short, b: Short): Short

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Float, b: Float): Float

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Double, b: Double): Double

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> maxOf(a: T, b: T, c: T): T

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Byte, b: Byte, c: Byte): Byte

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Short, b: Short, c: Short): Short

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Int, b: Int, c: Int): Int

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Long, b: Long, c: Long): Long

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Float, b: Float, c: Float): Float

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun maxOf(a: Double, b: Double, c: Double): Double

/**
 * Returns the greater of three values according to the order specified by the given 
 comparator.
 */
@SinceKotlin("1.1")
public fun <T> maxOf(a: T, b: T, c: T, comparator: Comparator<in T>): T {
    return maxOf(a, maxOf(b, c, comparator), comparator)
}

/**
 * Returns the greater of two values according to the order specified by the given 
 comparator.
 */
@SinceKotlin("1.1")
public fun <T> maxOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) >= 0) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
public expect fun <T : Comparable<T>> minOf(a: T, b: T): T

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Byte, b: Byte): Byte

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Short, b: Short): Short

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Int, b: Int): Int

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Long, b: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float): Float

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double): Double

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Float, b: Float, c: Float): Float

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Double, b: Double, c: Double): Double

Comparable<T>> minOf(a: T, b: T, c: T): T

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Byte, b: Byte, c: Byte): Byte

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Short, b: Short, c: Short): Short

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public expect inline fun minOf(a: Int, b: Int, c: Int): Int

/**
 * Returns the smaller of two values according to the order specified by the given comparator.
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return minOf(a, minOf(b, c, comparator), comparator)
}

/**
 * Returns the smallest of two values
 * If values are equal, returns the first one.
 */
@SinceKotlin("1.1")
public fun <T> minOf(a: T, b: T, comparator: Comparator<in T>): T {
    return if (comparator.compare(a, b) <= 0) a else b
}

/*
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 */

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

package kotlin.collections

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

/**
 * Returns a List containing all key-value pairs.
 */
public fun <K, V> Map<out K, V>.toList(): List<Pair<K, V>> {
    if (size == 0)
        return emptyList()
    val iterator = entries.iterator()
    if (!iterator.hasNext())
        return emptyList()
    val first = iterator.next()
    if (!iterator.hasNext())
        return listOf(first.toPair())
    val result = ArrayList<Pair<K, V>>(size)
    result.add(first.toPair())
    do {
        result.add(iterator.next().toPair())
    } while (iterator.hasNext())
    return result
}

/**
 * Returns a single list of all elements yielded from results of [transform] function being invoked on each entry of original map.
 */
public fun <K, V, R> Map<out K, V>.flatMap(transform: (Map.Entry<K, V>) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}

/**
 * Appends all elements yielded from results of [transform] function being invoked on each entry of original map, to the given [destination].
 */
public fun <K, V, R, C :MutableCollection<in R>> Map<out K, V>.flatMapTo(destination: C, transform: (Map.Entry<K, V>) -> Iterable<R>) : C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/*
 * Open Source Used in DCNM 12.12.0(2) 10450
 */
destination

/**
 * Returns `true` if all entries match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
public inline fun <K, V> Map<out K, V>.all(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    return !any { !predicate(it) } 
}

/**
 * Returns `true` if at least one entry matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
public fun <K, V> Map<out K, V>.any(): Boolean {
    return !isEmpty()
}

/**
 * Returns `true` if at least one entry matches the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
public inline fun <K, V> Map<out K, V>.any(predicate: (Map.Entry<K, V>) -> Boolean): Boolean {
    if (isEmpty()) return true
    return !none { !predicate(it) } 
}

/**
 * Performs the given [action] on each entry.
 * 
 * @sample samples.collections.Collections.Aggregates.forEach
 */
@SinceKotlin("1.1")
public inline fun <K, V, M : Map<out K, V>> M.onEach(action: (Map.Entry<K, V>) -> Unit): M {
    return apply {
        for (element in this) action(element)
    }
}

/**
 * Creates an [Iterable] instance that wraps the original map returning its entries when being iterated.
 */
@kotlin.internal.InlineOnly
public inline fun <K, V> Map<out K, V>.asIterable(): Iterable<Map.Entry<K, V>> {
    return entries
}

/**
 * Creates a [Sequence] instance that wraps the original map returning its entries when being iterated.
 */
public fun <K, V> Map<out K, V>.asSequence(): Sequence<Map.Entry<K, V>> {
    return entries.asSequence()
}

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

/**
 * Returns `true` if [element] is found in the sequence.
 * 
 * The operation is _terminal_.
 */
public operator fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.contains(element: T): Boolean {
    return entries.any { it == element }
}

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 * LICENSE.txt file.
 */

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

package kotlin.sequences

//
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// LICENSE.txt file.
[index] is out of bounds of this sequence.

The operation is _terminal_.

@sample samples.collections.Collections.Elements.elementAt
*/
public fun <T> Sequence<T>.elementAt(index: Int): T {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("Sequence doesn't contain element at index $index.") }
}

/**
 * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this sequence.

The operation is _terminal_.

@sample samples.collections.Collections.Elements.elementAtOrElse
*/
public fun <T> Sequence<T>.elementAtOrElse(index: Int, defaultValue: (Int) -> T): T {
    if (index < 0)
        return defaultValue(index)
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return defaultValue(index)
}

/**
 * Returns an element at the given [index] or `null` if the [index] is out of bounds of this sequence.

The operation is _terminal_.

@sample samples.collections.Collections.Elements.elementAtOrNull
*/
public fun <T> Sequence<T>.elementAtOrNull(index: Int): T? {
    if (index < 0)
        return null
    val iterator = iterator()
    var count = 0
    while (iterator.hasNext()) {
        val element = iterator.next()
        if (index == count++)
            return element
    }
    return null
}

/**
 * Returns first element matching the given [predicate], or `null` if no such element was found.

The operation is _terminal_.

@sample samples.collections.Collections.Elements.find
*/
public inline fun <T> Sequence<T>.find(predicate: (T) -> Boolean): T? {
    return firstOrNull(predicate)
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.

The operation is _terminal_.

@sample samples.collections.Collections.Elements.findLast
*/
public inline fun <T> Sequence<T>.findLast(predicate: (T) -> Boolean): T? {
    return lastOrNull(predicate)
}

/**
 * Returns first element.

@throws [NoSuchElementException] if the sequence is empty.

The operation is _terminal_.

@sample samples.collections.Collections.Elements.first
*/
public fun <T> Sequence<T>.first(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    return iterator.next()
}

/**
 * Returns the first element matching the given [predicate].

@throws [NoSuchElementException] if no such element is found.

The operation is _terminal_.

@sample samples.collections.Collections.Elements.first
*/
public inline fun <T> Sequence<T>.first(predicate: (T) -> Boolean): T {
    for (element in this) if (predicate(element)) return element
    throw NoSuchElementException("Sequence contains no element matching the predicate.")
}

/**
 * Returns first index of [element], or -1 if the sequence does not contain [element].

The operation is _terminal_.

@sample samples.collections.Collections.Elements.indexOf
*/
public fun <@kotlin.internal.OnlyInputTypes T> Sequence<T>.indexOf(element: T): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the first element matching the given [predicate], or -1 if the sequence does not contain such element.

The operation is _terminal_.

@sample samples.collections.Collections.Elements.indexOfFirst
*/
public inline fun <T> Sequence<T>.indexOfFirst(predicate: (T) -> Boolean): Int {
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            return index
        index++
    }
    return -1
}

/**
 * Returns index of the last element matching the given [predicate], or -1 if the sequence does not contain such element.

@sample samples.collections.Collections.Elements.indexOfLast
*/
public fun <T> Sequence<T>.indexOfLast(predicate: (T) -> Boolean): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (predicate(item))
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns last element.

@throws [NoSuchElementException] if the sequence is empty.

The operation is _terminal_.

@sample samples.collections.Collections.Elements.lastIndexOf
*/
public fun <T> Sequence<T>.last(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate].

@throws [NoSuchElementException] if no such
element is found.* The operation is _terminal_ */
}

@Suppress("UNCHECKED_CAST")
    return last as T
}

/**
 * Returns last index of [element], or -1 if the sequence does not contain [element].
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.lastIndexOf(element: T): Int {
    var lastIndex = -1
    var index = 0
    for (item in this) {
        checkIndexOverflow(index)
        if (element == item)
            lastIndex = index
        index++
    }
    return lastIndex
}

/**
 * Returns the last element, or `null` if the sequence is empty.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.lastOrNull(): T? {
    val iterator = iterator()
    if (!iterator.hasNext())
        return null
    var last = iterator.next()
    while (iterator.hasNext())
        last = iterator.next()
    return last
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 * The operation is _terminal_ */
public inline fun <T> Sequence<T>.lastOrNull(predicate: (T) -> Boolean): T? {
    var last: T? = null
    for (element in this) {
        if (predicate(element)) {
            last = element
        }
    }
    return last
}

/**
 * Returns the single element, or throws an exception if the sequence is empty or has more than one element.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.single(): T {
    val iterator = iterator()
    if (!iterator.hasNext())
        throw NoSuchElementException("Sequence is empty.")
    val single = iterator.next()
    if (iterator.hasNext())
        throw IllegalArgumentException("Sequence has more than one element.")
    return single
}

/**
 * Returns the single element matching the given [predicate], or throws exception if there is no or more than one matching element.
 * The operation is _terminal_.
 */
public inline fun <T> Sequence<T>.singleOrNull(predicate: (T) -> Boolean): T? {
    var single: T? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns a sequence containing all elements except first [n] elements.
 * The operation is _intermediate_ and _stateless_.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.drop
 */
public fun <T> Sequence<T>.drop(n: Int): Sequence<T> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return when {
        n == 0 -> this
        this is DropTakeSequence -> this.drop(n)
        else -> DropSequence(this, n)
    }
}

/**
 * Returns a sequence containing all elements except first elements that satisfy the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.dropWhile(predicate: (T) -> Boolean): Sequence<T> {
    return DropWhileSequence(this, predicate)
}

/**
 * Returns a sequence containing only elements matching the given [predicate].
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.filter(predicate: (T) -> Boolean): Sequence<T> {
    return FilteringSequence(this, true, predicate)
}

/**
 * Returns a sequence containing only elements matching the given [predicate] and that takes the index of an element and the element itself.
 * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.filterIndexed(predicate: (index: Int, element: T) -> Boolean): Sequence<T> {...
T) -> Boolean): Sequence<T> {
    // TODO: Rewrite with generalized MapFilterIndexingSequence
    return TransformingSequence(FilteringSequence(IndexingSequence(this), true, { predicate(it.index, it.value) }), { it.value })
}

} * @param [predicate] function that takes the index of an element and the element itself
   * and returns the result of predicate evaluation on the element.
   * The operation is _terminal_ and _stateless_.

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

} * @param [predicate] function that takes the index of an element and the element itself
   * and returns the result of predicate evaluation on the element.
   * The operation is _terminal_ and _stateless_.

   * @return inline fun <reified R, C : MutableCollection<in R>> Sequence<*>.filterIsInstanceTo(destination: C): C {
        for (element in this) if (element is R) destination.add(element)
        return destination
    }

} * @param [predicate] function that takes the index of an element and the element itself
   * and returns the result of predicate evaluation on the element.
   * The operation is _terminal_ and _stateless_.

   * @return inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterNotTo(destination: C, predicate: (T) -> Boolean): C {
        for (element in this) if (!predicate(element)) destination.add(element)
        return destination
    }

} * @param [predicate] function that takes the index of an element and the element itself
   * and returns the result of predicate evaluation on the element.
   * The operation is _terminal_ and _stateless_.

   * @return inline fun <T, C : MutableCollection<in T>> Sequence<T>.filterTo(destination: C, predicate: (T) -> Boolean): C {
        for (element in this) if (predicate(element)) destination.add(element)
        return destination
    }

} * @param [predicate] function that takes the index of an element and the element itself
   * and returns the result of predicate evaluation on the element.
   * The operation is _terminal_ and _stateless_.

   * @return inline fun <T> Sequence<T>.take(n: Int): Sequence<T> {
        require(n >= 0) { "Requested element count $n is less than zero." }
        return when {
            n == 0 -> emptySequence()
            this is DropTakeSequence -> this.take(n)
            else -> TakeSequence(this, n)
        }
    }

} * @param [predicate] function that takes the index of an element and the element itself
   * and returns the result of predicate evaluation on the element.
   * The operation is _terminal_ and _stateless_.

   * @return inline fun <T> Sequence<T>.takeWhile(predicate: (T) -> Boolean): Sequence<T> {
        return TakeWhileSequence(this, predicate)
    }

} * The operation is _intermediate_ and _stateless_.

   * @return fun <T> Sequence<T>.sorted(): Sequence<T> {
        val sortedList = this.sortedToMutableList()
        return sortedList.sortBy{ it }
    }

} * The operation is _intermediate_ and _stateless_.

   * @return fun <T> Sequence<T>.sortedBy(selector: (T) -> R): Sequence<T> {
        return sortedBy{ it.sortBy(selector) }
    }

} * The operation is _intermediate_ and _stateless_.

   * @return fun <T> Sequence<T>.sortedBy(selector: (T, R) -> Boolean): Sequence<T> {
        return sortedBy{ it.sortBy(selector) }
    }
sortedWith(compareBy(selector))\n\n* Returns a sequence that yields elements of this sequence sorted descending according to natural sort order of the value returned by specified [selector] function.\n\n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n\n* The operation is _intermediate_ and _stateful_.\n\npublic inline fun <T : Comparable<T>> Sequence<T>.sortedByDescending(crossinline selector: (T) -> R?): Sequence<T> {
    return sortedWith(compareByDescending(selector))\n}\n\n* Returns a sequence that yields elements of this sequence sorted according to their natural sort order.\n\n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n\n* The operation is _intermediate_ and _stateful_.\n\npublic fun <T : Comparable<T>> Sequence<T>.sortedDescending(): Sequence<T> {
    return sortedWith(reverseOrder())\n}\n\n* Returns a sequence that yields elements of this sequence sorted according to the specified [comparator].\n\n* The sort is _stable_. It means that equal elements preserve their order relative to each other after sorting.\n\n* The operation is _intermediate_ and _stateful_.\n\npublic fun <T> Sequence<T>.sortedWith(comparator: Comparator<in T>): Sequence<T> {
    return object : Sequence<T> {
        override fun iterator(): Iterator<T> {
            val sortedList = this@sortedWith.toMutableList()\n            sortedList.sortWith(comparator)\n            return sortedList.iterator()\n        }\n    }\n}\n\n* Returns a [Map] containing key-value pairs provided by [transform] function applied to elements of the given sequence.\n\n* The operation is _terminal_.\n\n* @sample samples.collections.Collections.Transformations.associate\n\nSequence<T>.associate(transform: (T) -> Pair<K, V>): Map<K, V> \n\n* return associateTo(LinkedHashMap<K, V>(), transform)\n\n* Returns a [Map] containing the elements from the given sequence indexed by the key returned from [keySelector] function applied to each element.\n\n* The operation is _terminal_.\n\n* @sample samples.collections.Collections.Transformations.associateBy\n\nSequence<T>.associateBy(keySelector: (T) -> K): Map<K, T> \n\n* return associateByTo(LinkedHashMap<K, T>(), keySelector)\n\n* Returns a [Map] containing the values provided by [valueTransform] and indexed by [keySelector] functions applied to elements of the given sequence.\n\n* The operation is _terminal_.\n\n* @sample samples.collections.Collections.Transformations.associateByTo\n\nSequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M \n\n* for (element in this) \n\n\n\n* put(k, v) \n\n* return destination.put(k, v)\n\n* Populates and returns the [destination] mutable map with key-value pairs.\n\n* where key is provided by the [keySelector] function applied to each element of the given sequence and value is the element itself.\n\n* The operation is _terminal_.\n\n* @sample samples.collections.Collections.Transformations.associateByTo\n\nMutableMap\n\nSequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M \n\n* for (element in this) \n\n\n\n* put(k, v) \n\n* return destination.put(k, v)\n\n* Populates and returns the [destination] mutable map with key-value pairs.\n\n* where key is provided by the [keySelector] function and value is provided by the [valueTransform] function applied to elements of the given sequence.\n\n* The operation is _terminal_.\n\n* @sample samples.collections.Collections.Transformations.associateByTo
\npublic inline fun <T, K, M : MutableMap<K, M>> Sequence<T>.associateByTo(destination: M, keySelector: (T) -> K, valueTransform: (T) -> V): M \n\n* for (element in this) \n\n\n\n* put(k, v) \n\n* return destination.put(k, v)\n\n* Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each element of the given sequence.
* If any of two pairs would have the same key the last one gets added to the map.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.associateTo

```kotlin
public inline fun &n*K, V, M : MutableMap&lt;K, In V&gt; Sequence&lt;T&gt;.associateTo(destination: M, transform: (T) -> Pair&lt;K, V&gt;): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

* Returns a [Map] where keys are elements from the given sequence and values are
* produced by the [valueSelector] function applied to each element.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.associateWith

```kotlin
@SinceKotlin("1.3")
public inline fun &n*K, V> Sequence&lt;K&gt;.associateWith(valueSelector: (K) -> V): Map&lt;K, V&gt; {
    return associateWithTo(LinkedHashMap&lt;K, V&gt();)
}
```

* Returns a [Map] where keys are elements from the given sequence.
* The last one overwrites the former value in the map.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.associateWith

```kotlin
@SinceKotlin("1.3")
public inline fun &n*K, V> Sequence&lt;K&gt;.associateWithTo(destination: Map&lt;K, V&gt;): Map&lt;K, V&gt; {
    val result = LinkedHashMap&lt;K, V&gt;();
    result += associateWithTo(result, valueSelector)
    return result
}
```

* Returns a [HashSet] of all elements.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.toSet

```kotlin
@SinceKotlin("1.3")
public fun <T> Sequence&lt;T&gt;.toSet(): Set&lt;T&gt; {
    return toCollection(LinkedHashSet&lt;T&gt;());
}
```

* Returns a [List] containing all elements.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.toList

```kotlin
public fun <T> Sequence&lt;T&gt;.toList(): List&lt;T&gt; {
    return this.toMutableList().optimizeReadOnlyList();
}
```

* Returns a [MutableList] filled with all elements of this sequence.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.toMutableList

```kotlin
public fun <T> Sequence&lt;T&gt;.toMutableList(): MutableList&lt;T&gt; {
    return toCollection(ArrayList&lt;T&gt;());
}
```

* Returns a single sequence of all elements from results of [transform] function being invoked on each element of original sequence.
* The operation is _terminal_ and _stateless_.
* @sample samples.collections.Collections.Transformations.flatMap

```kotlin
public fun <T, R> Sequence&lt;T&gt;.flatMap(transform: (T) -> Sequence&lt;R&gt;): Sequence&lt;R&gt; {
    return FlatteningSequence(this, transform, { it.iterator() })
}
```

* Appends all elements yielded from results of [transform] function being invoked on each element of original sequence, to the given [destination].
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.flatMap

```kotlin
public fun &n*T, R : MutableCollection&lt;in R&gt; Sequence&lt;T&gt;.flatMapTo(destination: R) {
    return mutableListOf()
}
```

* Groups elements of the original sequence by the key returned by the given [keySelector] function applied to each element and returns a map where each group key is associated with a list of corresponding elements.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.groupBy

```kotlin
public fun <T, K> Sequence&lt;T&gt;.groupBy(keySelector: (T) -> K): Map&lt;K, List&lt;T&gt;&gt; {
    return groupByTo(LinkedHashMap&lt;K, MutableList&lt;T&gt;&gt;(), keySelector)
}
```

* Groups values returned by the [valueTransform] function applied to each element of the original sequence.
* The key returned by the given [keySelector] function applied to the element is used to associate a list of corresponding values.
* The returned map preserves the entry iteration order of the keys produced from the original sequence.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

```kotlin
public fun <T, K, V> Sequence&lt;T&gt;.groupByKeysAndValues(keySelector: (T) -> K, valueSelector: (T) -> V): Map&lt;K, MutableList&lt;V&gt;&gt; {
    return groupByKeysAndValuesTo(LinkedHashMap&lt;K, MutableList&lt;V&gt;&gt;(), keySelector, valueSelector)
}
```

* The returned map preserves the entry iteration order of the keys produced from the original sequence.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

```kotlin
public fun &n*T, K, V> Sequence&lt;T&gt;.groupByKeysAndValuesTo(destination: Map&lt;K, MutableList&lt;V&gt;&gt;): Map&lt;K, MutableList&lt;V&gt;&gt; {
    return groupByKeysAndValuesTo(destination, keySelector, valueSelector)
}
```

* The returned map preserves the entry iteration order of the keys produced from the original sequence.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

```kotlin
public fun &n*T, K, V> Sequence&lt;T&gt;.groupByKeysAndValuesTo(destination: Map&lt;K, MutableList&lt;V&gt;&gt;): Map&lt;K, MutableList&lt;V&gt;&gt; {
    return groupByKeysAndValuesTo(destination, keySelector, valueSelector)
}
```

* The returned map preserves the entry iteration order of the keys produced from the original sequence.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

```kotlin
public fun &n*T, K, V> Sequence&lt;T&gt;.groupByKeysAndValuesTo(destination: Map&lt;K, MutableList&lt;V&gt;&gt;): Map&lt;K, MutableList&lt;V&gt;&gt; {
    return groupByKeysAndValuesTo(destination, keySelector, valueSelector)
}
```

* The returned map preserves the entry iteration order of the keys produced from the original sequence.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

```kotlin
public fun &n*T, K, V> Sequence&lt;T&gt;.groupByKeysAndValuesTo(destination: Map&lt;K, MutableList&lt;V&gt;&gt;): Map&lt;K, MutableList&lt;V&gt;&gt; {
    return groupByKeysAndValuesTo(destination, keySelector, valueSelector)
}
```

* The returned map preserves the entry iteration order of the keys produced from the original sequence.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

```kotlin
public fun &n*T, K, V> Sequence&lt;T&gt;.groupByKeysAndValuesTo(destination: Map&lt;K, MutableList&lt;V&gt;&gt;): Map&lt;K, MutableList&lt;V&gt;&gt; {
    return groupByKeysAndValuesTo(destination, keySelector, valueSelector)
}
```

* The returned map preserves the entry iteration order of the keys produced from the original sequence.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

```kotlin
public fun &n*T, K, V> Sequence&lt;T&gt;.groupByKeysAndValuesTo(destination: Map&lt;K, MutableList&lt;V&gt;&gt;): Map&lt;K, MutableList&lt;V&gt;&gt; {
    return groupByKeysAndValuesTo(destination, keySelector, valueSelector)
}
```

* The returned map preserves the entry iteration order of the keys produced from the original sequence.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

```kotlin
public fun &n*T, K, V> Sequence&lt;T&gt;.groupByKeysAndValuesTo(destination: Map&lt;K, MutableList&lt;V&gt;&gt;): Map&lt;K, MutableList&lt;V&gt;&gt; {
    return groupByKeysAndValuesTo(destination, keySelector, valueSelector)
}
```

* The returned map preserves the entry iteration order of the keys produced from the original sequence.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

```kotlin
public fun &n*T, K, V> Sequence&lt;T&gt;.groupByKeysAndValuesTo(destination: Map&lt;K, MutableList&lt;V&gt;&gt;): Map&lt;K, MutableList&lt;V&gt;&gt; {
    return groupByKeysAndValuesTo(destination, keySelector, valueSelector)
}
```

* The returned map preserves the entry iteration order of the keys produced from the original sequence.
* The operation is _terminal_.
* @sample samples.collections.Collections.Transformations.groupByKeysAndValues

```kotlin
public fun &n*T, K, V> Sequence&lt;T&gt;.groupByKeysAndValuesTo(destination: Map&lt;K, MutableList&lt;V&gt;&gt;): Map&lt;K, MutableList&lt;V&gt;&gt; {
    return groupByKeysAndValuesTo(destination, keySelector, valueSelector)
}
```
Sequence<T>.groupBy(keySelector: (T) -> K, valueTransform: (T) -> V): Map<K, List<V>> {
  return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K : Any> Sequence<T>.groupByTo(destination: Map<K, List<T>>): Map<K, List<T>> {
    return groupByTo(destination, T -> K, (T) -> K, K -> List())
}

/**
 * Groups elements of the original sequence by the key returned by the given [keySelector] function and puts to the [destination] map each group key associated with a list of corresponding elements.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K> Sequence<T>.groupByTo(destination: MutableList<K>, keySelector: (T) -> K): MutableList<K> {
    return groupByTo(destination, T -> K, (T) -> K, K -> mutableListOf())
}

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original sequence by the key returned by the given [keySelector] function applied to the element and puts to the [destination] map each group key associated with a list of corresponding values.
 * @return The [destination] map.
 * @sample samples.collections.Collections.Transformations.groupBy
 */
public inline fun <T, K, V> Sequence<T>.groupByTo(destination: MutableList<V>, keySelector: (T) -> K, valueTransform: (T) -> V): MutableList<V> {
    val keySelectorResult = keySelector(0)
    val valueTransformResult = valueTransform(1)
    return groupByTo(destination, T -> K, (T) -> K, K -> mutableListOf())
}

/**
 * Creates a [Grouping] source from a sequence to be used later with one of group-and-fold operations
 * using the specified [keySelector] function to extract a key from each element.
 * @sample samples.collections.Grouping.groupingByEachCount
 */
@SinceKotlin("1.1")
public inline fun <T, K> Sequence<T>.groupingBy(crossinline keySelector: (T) -> K): Grouping<T, K> {
    return object : Grouping<T, K> {
        override fun sourceIterator(): Iterator<T> = this@groupingBy.iterator()
        override fun keyOf(element: T): K = keySelector(element)
    }
}

/**
 * Returns a sequence containing the results of applying the given [transform] function to each element in the original sequence.
 * @sample samples.collections.Collections.Transformations.map
 */
public fun <T, R> Sequence<T>.map(transform: (T) -> R): Sequence<R> {
    return transformingSequence(this, transform)
}

/**
 * Returns a sequence containing only the non-null results of applying the given [transform] function to each element and its index in the original sequence.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Transformations.mapNotNull
 */
public fun <T, R : Any> Sequence<T>.mapIndexedNotNull(transform: (Int, T) -> R): Sequence<R> {
    return transformingIndexedNotNullSequence(this, transform, null).filterNotNull()
}

/**
 * Applies the given [transform] function to each element and its index in the original sequence and appends only the non-null results to the given [destination].
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Transformations.mapIndexed
 */
public inline fun <T, R : Any> Sequence<T>.mapIndexedTo(destination: MutableList<R>, transform: (Int, T) -> R): MutableList<R> {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original sequence and returns the result of the transform applied to the element.
 * @param [transform] function that takes the index of an element and the element itself and returns the result of the transform applied to the element.
 * @sample samples.collections.Collections.Transformations.mapIndexed
 */
public inline fun <T, R : Any> Sequence<T>.mapIndexedNotNullTo(destination: MutableList<R>, transform: (Int, T) -> R): MutableList<R> {
    var index = 0
    for (item in this)
        destination.add(transform(checkIndexOverflow(index++), item))
    return destination
}
The operation is _intermediate_ and _stateless_.

```kotlin
public fun <T, R : Any, C : MutableCollection<in R>> Sequence<T>.mapNotNullTo(destination: C, transform: (T) -> R?): C {
    return TransformingSequence(this, transform).filterNotNull().mapNotNull { destination.add(it) } ?: return destination
}

/**
 * Applies the given 

 * @sample
 */
public fun <T, R> Sequence<T>.mapIndexed(): IndexedSequence<IndexedValue<T>> {
    return IndexingSequence(this)
}

/**
 * Returns a sequence containing only distinct elements from the given sequence.
 * The elements in the resulting sequence are in the same order as they were in the source sequence.
 * * The operation is _intermediate_ and _stateless_.
 */
public fun <T> Sequence<T>.distinct(): Sequence<T> {
    return this.distinctBy { it }
}

/**
 * Returns a sequence containing only elements from the given sequence
 * having distinct keys returned by the given [selector] function.
 * The elements in the resulting sequence are in the same order as they were in the source sequence.
 * * The operation is _intermediate_ and _stateful_.
 * @sample
 */
public fun <T, K> Sequence<T>.distinctBy(selector: (T) -> K): Sequence<T> {
    return DistinctSequence(this, selector)
}

/**
 * Returns a mutable set containing all distinct elements from the given sequence.
 * The returned set preserves the element iteration order of the original sequence.
 * * The operation is _intermediate_ and _stateful_.
 */
public fun <T> Sequence<T>.toMutableSet(): MutableSet<T> {
    val set = LinkedHashSet<T>()
    for (item in this)
        set.add(item)
    return set
}

/**
 * Returns `true` if all elements match the given [predicate].
 * * The operation is _intermediate_.
 * @sample
 */
public inline fun <T> Sequence<T>.all(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if sequence has at least one element.
 * * The operation is _terminal_.
 * @sample
 */
public fun <T> Sequence<T>.any(): Boolean {
    return iterator().hasNext()
}

/**
 * Returns `true` if at least one element matches the given [predicate].
 * * The operation is _terminal_.
 * @sample
 */
public inline fun <T> Sequence<T>.any(predicate: (T) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements in this sequence.
 * * The operation is _intermediate_.
 * @sample
 */
public fun <T> Sequence<T>.count(): Int {
    var count = 0
    for (element in this)
        checkCountOverflow(++count)
    return count
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * * The operation is _intermediate_.
 * @param
 */
public inline fun <T, R> Sequence<T>.fold(initial: R, operation: (acc: R, T) -> R): R {
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right
 * to current accumulator value and each element.
 * * The operation is _intermediate_.
 * @param
 */
public inline fun <T, R> Sequence<T>.foldIndexed(initial: R, operation: (index: Int, acc: R, T) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this)
        accumulator = operation(accumulator, element)
    return accumulator
}
operation(checkIndexOverflow(index++), accumulator, element) \n \n return accumulator
// The operation is _terminal_ *\n/publicinline fun <T>
Sequence<T>.forEach(action: (T) -> Unit) { \n \n for (element in this) \n \n action(element)
\n }

/**
 * Performs the given \[action\] on each element.
 * \n * Returns the largest element or 'null' if there are no elements.
 * \n * If any of elements is 'NaN' returns 'NaN'.
 * \n * The operation is _terminal_ */
fun <T> Sequence<T>.max(): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var max = iterator.next() \n \n var max = iterator.next() \n \n if (max.isNaN()) return e
\n \n \n if (max < e) max = e
\n \n return max
\n}

/**
 * Returns the largest element or 'null' if there are no elements.
 * \n * If any of elements is 'NaN' returns 'NaN'.
 * \n * The operation is _terminal_ */
fun <T> Sequence<T>.min(): T? {
    val iterator = iterator() \n \n if (!iterator.hasNext()) return null
    var min = iterator.next() \n \n var min = iterator.next() \n \n if (min.isNaN()) return e
\n \n \n if (min < e) min = e
\n \n return min
\n}

/**
 * Performs the given \[action\] on each element.
 * \n * The operation is _terminal_ */
fun <T> Sequence<T>.map(): List<T> {
    val list = mutableListOf<T>()
    for (element in this) list.add(action(element))
    return list
\n}

/**
 * Performs the given \[action\] on each element, providing sequential index with the element.
 * \n * The operation is _terminal_ */
fun <T> Sequence<T>.mapIndexed(action: (index: Int, T) -> Unit): List<T> {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
    return list
\n}

/**
 * Returns the largest element or 'null' if there are no elements.
 * \n * If any of elements is 'NaN' returns 'NaN'.
 * \n * The operation is _terminal_ */
fun <T> Sequence<T>.maxBy(selector: (T) -> R): T? {
    val iterator = iterator()
    if (!iterator.hasNext()) return null
    var maxElem = iterator.next() \n \n var maxElem = iterator.next() \n \n if (max.isNaN()) return e
\n \n \n if (max < e) max = e
\n \n \n return max
\n}

/**
 * Performs the given \[action\] on each element.
 * \n * The operation is _terminal_ */
fun <T> Sequence<T>.minBy(selector: (T) -> R): T? {
    val iterator = iterator() \n \n if (!iterator.hasNext()) return null
    var minElem = iterator.next() \n \n var minElem = iterator.next() \n \n if (min.isNaN()) return e
\n \n \n if (min < e) min = e
\n \n \n return min
\n}

/**
 * Returns the first element yielding the largest value of the given function or 'null' if there are no elements.
 * \n * The operation is _terminal_ */
fun <T> Sequence<T>.maxWith(comparator: Comparator<in T>): T? {
    val iterator = iterator() \n \n if (!iterator.hasNext()) return null
    var max = iterator.next() \n \n \n \n \n if (comparator.compare(max, e) < 0) max = e
\n \n \n return max
\n}

/**
 * Returns the smallest element or 'null' if there are no elements.
 * \n * If any of elements is 'NaN' returns 'NaN'.
 * \n * The operation is _terminal_ */
fun <T> Sequence<T>.minWith(comparator: Comparator<in T>): T? {
    val iterator = iterator() \n \n if (!iterator.hasNext()) return null
    var min = iterator.next() \n \n \n \n \n if (comparator.compare(min, e) > 0) min = e
\n \n \n return min
\n}

/**
 * Performs the given \[action\] on each element.
 * \n * The operation is _terminal_ */
fun <T> Sequence<T>.mapIndexedNotNull(action: (index: Int, T) -> Unit): List<T> {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
    return list
\n}

/**
 * Performs the given \[action\] on each element, providing sequential index with the element.
 * \n * The operation is _terminal_ */
fun <T> Sequence<T>.mapIndexedNotNull(action: (index: Int, T) -> Unit): List<T> {
    var index = 0
    for (item in this) action(checkIndexOverflow(index++), item)
    return list
\n}
minValue = v
        }
    } while (iterator.hasNext())
    return minElem
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or 'null' if there are no elements.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.minWith(comparator: Comparator<T>): T? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.minWith(comparator: Comparator<T>): T? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 * The operation is _terminal_.
 */
public fun <T> Sequence<T>.minWith(comparator: Comparator<T>): T? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var min = iterator.next()
    while (iterator.hasNext()) {
        val e = iterator.next()
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the sequence has no elements.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.1")
public fun <S, T : S> Sequence<T>.reduceOrNull(operation: (acc: S, T) -> S): S? {
    val iterator = this.iterator()
    if (!iterator.hasNext()) return null
    var accumulator: S = iterator.next()
    while (iterator.hasNext()) {
        accumulator = operation(accumulator, iterator.next())
    }
    return accumulator
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to current accumulator value and each element.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to current accumulator value and each element.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (element in this) {
            accumulator = operation(accumulator, element)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original sequence and current accumulator value that starts with [initial] value.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T, Int) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (index in 0 until this.size) {
            accumulator = operation(accumulator, this[index], index)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original sequence and current accumulator value that starts with [initial] value.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T, Int) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (index in 0 until this.size) {
            accumulator = operation(accumulator, this[index], index)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original sequence and current accumulator value that starts with [initial] value.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T, Int) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (index in 0 until this.size) {
            accumulator = operation(accumulator, this[index], index)
            yield(accumulator)
        }
    }
}

/**
 * Returns a sequence containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original sequence and current accumulator value that starts with [initial] value.
 * The operation is _intermediate_ and _stateless_.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T, R> Sequence<T>.scan(initial: R, operation: (acc: R, T, Int) -> R): Sequence<R> {
    return sequence {
        yield(initial)
        var accumulator = initial
        for (index in 0 until this.size) {
            accumulator = operation(accumulator, this[index], index)
            yield(accumulator)
        }
    }

Open Source Used In DCNM 12 12.0(2) 10460
* otherwise it would affect the previous value in resulting sequence.\n* The [initial] value should also be immutable (or should not be mutated)\n* as it may be passed to [operation] function later because of sequence’s lazy nature.\n* \n* @param [operation] function that takes the index of an element, current accumulator value\n* and the element itself, and calculates the next accumulator value.\n* @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.\n* @param [operation] function that takes the index of an element, current accumulator value\n* and the element itself, and calculates the next accumulator value.\n* @param [operation] function that takes current accumulator value and the element, and calculates the next accumulator value.\n* Note that ‘acc’ value passed to [operation] function should not be mutated;\n* otherwise it would affect the previous value in resulting sequence.\n* \n* The operation is _intermediate_ and _stateless_.\n* \n* @sample samples.collections.Collections.Aggregates.scan\n* \n* The operation is _intermediate_ and _stateless_.\n* \n* @sample samples.collections.Collections.Aggregates.scanReduce\n* \n* The operation is _intermediate_ and _stateless_.\n* \n* @sample samples.collections.Collections.Aggregates.scanReduceIndexed\n* \n* The operation is _intermediate_ and _stateless_.\n* \n* @sample samples.collections.Collections.Transformations.chunked\n* \n* The operation is _intermediate_ and _stateless_.\n* \n* @sample samples.collections.Collections.Transformations.chunked\n* \n* The operation is _intermediate_ and _stateless_.\n* \n* @param [content: IllegalArgumentException]
[transform] applied to an each list.

Note that the list passed to the [transform] function is ephemeral and is valid only inside that function.

The last list may have less elements than the given [size]. The number of elements to take in each list, must be positive and can be greater than the number of elements in this sequence.

The operation is _intermediate_ and _stateful_.

@sample samples.text.Strings.chunkedTransform

@SinceKotlin("1.2")
public fun <T, R> Sequence<T>.chunked(size: Int, transform: (List<T>) -> R): Sequence<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Returns a sequence containing all elements of the original sequence without the first occurrence of the given [element].
 * The operation is _intermediate_ and _stateless_.
 */
public operator fun <T> Sequence<T>.minus(element: T): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            var removed = false
            return this@minus.filter { if (!removed && it == element) {
                removed = true
                false
            } else true }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] array.
 * Note that the source sequence and the array being subtracted are iterated only when an ‘iterator’ is requested from the resulting sequence.
 * Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The [elements] array may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a [HashCode] that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Array<out T>): Sequence<T> {
    if (elements.isEmpty()) return this
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] collection.
 * Note that the source sequence and the collection being subtracted are iterated only when an ‘iterator’ is requested from the resulting sequence.
 * Changing any of them between successive calls to ‘iterator’ may affect the result.
 * The [elements] collection may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a [HashCode] that doesn’t change between successive invocations.
 * The operation is _intermediate_ and _stateful_.
 */
public operator fun <T> Sequence<T>.minus(elements: Iterable<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.convertToSetForSetOperation()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Returns a sequence containing all elements of original sequence except the elements contained in the given [elements] sequence.
 * The [elements] sequence may be converted to a [HashSet] to speed up the operation, thus the elements are required to have a [HashCode] that doesn’t change between successive invocations.
 * The operation is _intermediate_ for this sequence and _terminal_ and _stateful_ for the [elements] sequence.
 */
public operator fun <T> Sequence<T>.minus(elements: Sequence<T>): Sequence<T> {
    return object: Sequence<T> {
        override fun iterator(): Iterator<T> {
            val other = elements.toHashSet()
            if (other.isEmpty())
                return this@minus.iterator()
            else
                return this@minus.filterNot { it in other }.iterator()
        }
    }
}

/**
 * Splits the original sequence into pair of lists, where *first* list contains elements for which [predicate] yielded `true`, while *second* list contains elements for which [predicate] yielded `false`.
 * The operation is _terminal_.
 */
public inline fun <T, R> Sequence<T>.partition(predicate: (T) -> Boolean): Pair<List<T>, List<T>> {
    val first = ArrayList<T>()
    val second = ArrayList<T>()
    for (element in this) {
        if (predicate(element)) {
            first.add(element)
        } else {
            second.add(element)
        }
    }
    return Pair(first, second)
}

Open Source Used In DCNM 12.12.0(2) 10462
} else {ln second.add(element)\n  }\n} return Pair(first, second)\n
/**
 * Returns a sequence containing all elements of the original sequence and then the given [element].\n * The operation is intermediate and stateless.\n */\npublic operator fun <T> Sequence<T>.plus(element: T): Sequence<T> {\n    return sequenceOf(this, sequenceOf(element)).flatten()\n}

/**
 * Returns a sequence containing all elements of the original sequence and then all elements of the given [elements] array.\n * Note that the source sequence and the array being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n * The operation is intermediate and stateless.\n */\npublic operator fun <T> Sequence<T>.plus(elements: Array<T>): Sequence<T> {\n    return this.plus(elements.asList())\n}

/**
 * Returns a sequence containing all elements of the original sequence and then all elements of the given [elements] collection.\n * Note that the source sequence and the collection being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n * The operation is intermediate and stateless.\n */\npublic operator fun <T> Sequence<T>.plus(elements: Iterable<T>): Sequence<T> {\n    return sequenceOf(this, elements.asSequence()).flatten()\n}

/**
 * Returns a sequence containing all elements of the original sequence and then all elements of the given [elements] sequence.\n * Note that the source sequence and the sequence being added are iterated only when an `iterator` is requested from the resulting sequence. Changing any of them between successive calls to `iterator` may affect the result.\n * The operation is intermediate and stateless.\n */\npublic operator fun <T> Sequence<T>.plus(elements: Sequence<T>): Sequence<T> {\n    return sequenceOf(this, elements).flatten()\n}

/**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this sequence with the given [step], where each snapshot is a list. Several last lists may have less elements than the given [size]. \n * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence. \n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on each step, by default 1\n * \n * The operation is intermediate and stateless.\n */\n@kotlin.internal.InlineOnly\npublic inline fun <T> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false): Sequence<List<T>> {\n    return windowedSequence(size, step, partialWindows, reuseBuffer = false)\n}

/**
 * Returns a sequence of results of applying the given [transform] function to an each list representing a view over the window of the given [size] sliding along this sequence with the given [step]. Note that the list passed to the [transform] function is ephemeral and is valid only inside that function. You should not store it or allow it to escape in some way, unless you made a snapshot of it. Several last lists may have less elements than the given [size]. \n * Both [size] and [step] must be positive and can be greater than the number of elements in this sequence. \n * @param size the number of elements to take in each window\n * @param step the number of elements to move the window forward by on each step, by default 1\n * \n * The operation is intermediate and stateless.\n */\n@SinceKotlin("1.2")\npublic fun <T, R> Sequence<T>.windowed(size: Int, step: Int = 1, partialWindows: Boolean = false, transform: (List<T>) -> R): Sequence<R> {\n    return windowedSequence(size, step, partialWindows, reuseBuffer = true).map(transform)\n}

/**
 * Returns a sequence of values built from the elements of `this` sequence and the [other] sequence with the same index.\n * The resulting sequence ends as soon as the shortest input sequence ends.\n * The operation is intermediate and stateless.\n */\n@sample\npublic infix fun <T, R> Sequence<T>.zip(other: Sequence<R>): Sequence<Pair<T, R>> {\n    return MergingSequence(this, other) { t1, t2 -> t1 to t2 }\n}

Open Source Used In DCMN 12 12.0(2) 10463
null return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfLong")
public fun Sequence<Long>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfFloat")
public fun Sequence<Float>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns an average value of elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("averageOfDouble")
public fun Sequence<Double>.average(): Double {
    var sum: Double = 0.0
    var count: Int = 0
    for (element in this) {
        sum += element
        checkCountOverflow(++count)
    }
    return if (count == 0) Double.NaN else sum / count
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfByte")
public fun Sequence<Byte>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfShort")
public fun Sequence<Short>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfInt")
public fun Sequence<Int>.sum(): Int {
    var sum: Int = 0
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfLong")
public fun Sequence<Long>.sum(): Long {
    var sum: Long = 0L
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfFloat")
public fun Sequence<Float>.sum(): Float {
    var sum: Float = 0.0f
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfDouble")
public fun Sequence<Double>.sum(): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += element
    }
    return sum
}

/*
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 * LICENSE.txt file.
 */

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

package kotlin.collections

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

/**
 * Returns a set containing all elements of the original set except the given [element].
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(element: T): Set<T> {
    var val result = LinkedHashSet<T>(mapCapacity(size))
    var removed = false
    return this.filterTo(result) { if (!removed && it == element) { removed = true; false } else true }
}

/**
 * Returns a set containing all elements of the original set except the elements contained in the given [elements]
 * collection.
 * The returned set preserves the element iteration order of the original set.
 */
public operator fun <T> Set<T>.minus(elements: Collection<T>): Set<T> {
    var val result = LinkedHashSet<T>(this)
    result.removeAll(elements)
    return result
}


*\@public fun CharSequence.single(): Char {\n    return when (length) {\n        0 -> throw
        NoSuchElementException("Char sequence is empty.")\n        1 -> this[0]\n        else -> throw
        IllegalArgumentException("Char sequence has more than one element.")\n    }\n}\n
*\@public inline fun CharSequence.single(predicate: (Char) -> Boolean): Char? {\n    var single: Char? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) throw IllegalArgumentException("Char sequence contains more than one matching character.")\n            single = element\n            found = true\n        }\n    }\n    if (!found) throw NoSuchElementException("Char sequence contains no character matching the given predicate.")\n}\n
*\@public fun CharSequence.singleOrNull(predicate: (Char) -> Boolean): Char? {\n    var single: Char? = null\n    var found = false\n    for (element in this) {\n        if (predicate(element)) {\n            if (found) return null\n            single = element\n            found = true\n        }\n    }\n    if (!found) return null\n}\n
*\@public fun CharSequence.drop(n: Int): CharSequence {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n    return subSequence(n.coerceAtMost(length), length)\n}\n
*\@public fun String.drop(n: Int): String {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n    return substring(n.coerceAtMost(length), length)\n}\n
*\@public inline fun CharSequence.dropLast(n: Int): CharSequence {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n    return subSequence(n.coerceAtMost(length), length)\n}\n
*\@public inline fun String.dropLast(n: Int): String {\n    require(n >= 0) { "Requested character count $n is less than zero." }\n    return substring(n.coerceAtMost(length), length)\n}\n
*\@public inline fun CharSequence.dropLastWhile(predicate: (Char) -> Boolean): CharSequence {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return subSequence(0, index + 1)\n        }\n    }\n    return ""\n}\n
*\@public inline fun String.dropLastWhile(predicate: (Char) -> Boolean): String {\n    for (index in lastIndex downTo 0) {\n        if (!predicate(this[index])) {\n            return substring(0, index + 1)\n        }\n    }\n    return ""\n}\n
*\@public fun CharSequence.dropWhile(predicate: (Char) -> Boolean): CharSequence {\n    for (index in this.indices) {\n        if (!predicate(this[index])) {\n            return subSequence(index, length)\n        }\n    }\n    return ""\n}\n
*\@public inline fun String.dropWhile(predicate: (Char) -> Boolean): String {\n    for (index in this.indices) {\n        if (!predicate(this[index])) {\n            return substring(index)\n        }\n    }\n    return ""\n}\n
*\@public fun CharSequence.filter(predicate: (Char) -> Boolean): CharSequence {\n    return filterTo(StringBuilder(), predicate)\n}\n
*\@public fun String.filter(predicate: (Char) -> Boolean): String {\n    return filterTo(StringBuilder(), predicate)\n}\n
Open Source Used In DCNM 12.12.0(2) 10468
predicate).toString() * Returns a char sequence containing only those characters from the original char sequence that match the given [predicate].

@throws IllegalArgumentException if [n] is negative.

@throws IllegalArgumentOutOfRangeException if [n] is negative.

@throws IllegalArgumentOutOfRangeException if [n] is negative.

@throws IllegalArgumentOutOfRangeException if [n] is negative.

@throws IllegalArgumentOutOfRangeException if [n] is negative.

@throws IllegalArgumentOutOfRangeException if [n] is negative.

@sample samples.text.Strings.take

@sample samples.text.Strings.takeLast

@throws IllegalArgumentOutOfRangeException if [n] is negative.

@throws IllegalArgumentOutOfRangeException if [n] is negative.

@throws IllegalArgumentOutOfRangeException if [n] is negative.

@throws IllegalArgumentOutOfRangeException if [n] is negative.

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@throws IllegalArgumentOutOfRangeException if [n] is negative.
[**keySelector**] function and a value is provided by the [**valueTransform**] function applied to characters of the given char sequence. If any two characters would have the same key returned by [**keySelector**] the last one gets added to the map. * @sample samples.text.Strings.associateByToWithValueTransform

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

**Populates and returns the [destination] mutable map with key-value pairs provided by [transform] function applied to each character of the given char sequence. If any two pairs would have the same key the last one gets added to the map. * The returned map preserves the entry iteration order of the original char sequence. * @sample samples.text.Strings.associateTo

```kotlin
public inline fun <K, V, M : MutableMap<in K, in V>> CharSequence.associateTo(destination: M, transform: (Char) -> Pair<K, V>): M {
    for (element in this) {
        destination += transform(element)
    }
    return destination
}
```

**Returns a [Map] where keys are characters from the given char sequence and values are * produced by the [valueSelector] function applied to each character. * If any two characters are equal, the last one overwrites the former value in the map. * @sample samples.text.Strings.associateWith

```kotlin
@SinceKotlin("1.3")
public inline fun <V> CharSequence.associateWith(valueSelector: (Char) -> V): Map<Char, V> {
    val result = LinkedHashMap<Char, V>(mapCapacity(length).coerceAtLeast(16))
    return associateWithTo(result, valueSelector)
}
```

**Groups characters of the original char sequence by the key returned by the given [keySelector] function and returns a map where each group key is associated with a list of corresponding characters. * The returned map preserves the entry iteration order of the original char sequence. * @sample samples.collections.Collections.Transformations.groupBy

```kotlin
@SinceKotlin("1.3")
public inline fun <K> CharSequence.groupBy(keySelector: (Char) -> K): Map<K, List<Char>> {
    return groupByTo(LinkedHashMap<K, MutableList<Char>>(), keySelector)
}
```
given [keySelector] function applied to the character and returns a map where each group key is associated with a list of corresponding values. The returned map preserves the entry iteration order of the keys produced from the original character sequence.

```kotlin
CharSequence.groupBy(keySelector: (Char) -> K, valueTransform: (Char) -> V): Map<K, List<V>> */
```

Groups characters of the original char sequence by the key returned by the given [keySelector] function applied to each character and puts to the [destination] map each group key associated with a list of corresponding characters.

```kotlin
CharSequence.groupByTo(destination: M, keySelector: (Char) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<Char>() }
        list.add(element)
    }
    return destination
}
```

Groups values returned by the [valueTransform] function applied to each character of the original char sequence by the key returned by the given [keySelector] function applied to the character and puts to the [destination] map each group key associated with a list of corresponding values.

```kotlin
CharSequence.groupByTo(destination: M, keySelector: (Char) -> K, valueTransform: (Char) -> V): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) { ArrayList<V>() }
        list.add(valueTransform(element))
    }
    return destination
}
```

```kotlin
CharSequence.groupingBy(crossinline keySelector: (Char) -> K): Grouping<Char, K> {
    return object : Grouping<Char, K> {
        override fun sourceIterator(): Iterator<Char> = this@groupingBy.iterator()
        override fun keyOf(element: Char): K = keySelector(element)
    }
}
```

Groups values returned by the [valueTransform] function applied to each character of the original char sequence by the key returned by the given [keySelector] function applied to the character and puts to the [destination] map each group key associated with a list of corresponding values.

```kotlin
CharSequence.map(transform: (Char) -> R): List<R> {
    return mapTo(ArrayList<R>(length), transform)
}
```

Groups values returned by the [valueTransform] function applied to each character of the original char sequence by the key returned by the given [keySelector] function applied to the character and puts to the [destination] map each group key associated with a list of corresponding values.

```kotlin
CharSequence.mapIndexed(transform: (index: Int, Char) -> R): List<R> {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
```

Groups values returned by the [valueTransform] function applied to each character of the original char sequence by the key returned by the given [keySelector] function applied to the character and puts to the [destination] map each group key associated with a list of corresponding values.

```kotlin
CharSequence.mapIndexedNotNull(transform: (index: Int, Char) -> R?): List<R> {
    return mapIndexedNotNullTo(ArrayList<R>(), transform)
}
```

Groups values returned by the [valueTransform] function applied to each character of the original char sequence by the key returned by the given [keySelector] function applied to the character and puts to the [destination] map each group key associated with a list of corresponding values.

```kotlin
CharSequence.mapIndexedNotNullTo(destination: C, transform: (index: Int, Char) -> R?): List<R> {
    forEachIndexed { index, element -> transform(index, element) }.let {
        destination.add(it)
    }
    return destination
}
```

Groups values returned by the [valueTransform] function applied to each character of the original char sequence by the key returned by the given [keySelector] function applied to the character and puts to the [destination] map each group key associated with a list of corresponding values.
[transform] function\n * to each character in the original char sequence.\n */
public inline fun <R : Any> CharSequence.mapNotNull(transform: (Char) -> R?): List<R> {\n    return mapNotNullTo(ArrayList<R>(), transform)\n}

/**
 * Applies the given [transform] function to each character in the original char sequence\n * and appends only the non-null results to the given [destination].\n */
public inline fun <R : Any> CharSequence.mapNotNullTo(destination: R, transform: (Char) -> R): R {\n    return mapNotNullTo(ArrayList<R>(), transform)\n}

/**
 * Applies the given [transform] function to each character of the original char sequence\n * and appends the results to the given [destination].\n */
public inline fun <R : Any> CharSequence.mapTo(destination: MutableList<R>, transform: (Char) -> R): MutableList<R> {\n    for (item in this) destination.add(transform(item))\n    return destination\n}

/**
 * Returns a lazy [Iterable] that wraps each character of the original char sequence into an
 * [IndexedValue] containing the index of that character and the character itself.\n */
public fun CharSequence.withIndex(): Iterable<IndexedValue<Char>> {\n    return IndexingIterable { iterator() }\n}

/**
 * Returns `true` if all characters match the given [predicate].\n */
public inline fun CharSequence.all(predicate: (Char) -> Boolean): Boolean {\n    for (element in this) if (!predicate(element)) return false\n    return true\n}

/**
 * Returns `true` if char sequence has at least one character.\n */
public fun CharSequence.any(): Boolean {\n    return !isEmpty()\n}

/**
 * Returns `true` if at least one character matches the given [predicate].\n */
public inline fun CharSequence.any(predicate: (Char) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return true\n    return false\n}

/**
 * Returns the length of this char sequence.\n */
@kotlin.internal.InlineOnly
public inline fun CharSequence.count(): Int {\n    return length\n}

/**
 * Returns the number of characters matching the given [predicate].\n */
public inline fun CharSequence.count(predicate: (Char) -> Boolean): Int {\n    var count = 0\n    for (element in this) if (predicate(element)) ++count\n    return count\n}

/**
 * Accumulates value starting with \[initial\] value and applying \[operation\] from left to right to current accumulator value and each character.\n */
public inline fun <R> CharSequence.fold(initial: R, operation: (acc: R, Char) -> R): R {\n    var accumulator = initial\n    for (element in this) accumulator = operation(accumulator, element)\n    return accumulator\n}

/**
 * Accumulates value starting with \[initial\] value and applying \[operation\] from left to right to current accumulator value and each character with its index in the original char sequence.\n */
public inline fun CharSequence.foldIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): R {\n    var index = 0\n    var accumulator = initial\n    for (item in this) --index\n    accumulator = operation(index, get(index), accumulator)\n    return accumulator\n}

/**
 * Accumulates value starting with \[initial\] value and applying \[operation\] from right to left to each character and current accumulator value.\n */
public inline fun <R> CharSequence.foldRight(initial: R, operation: (Char, acc: R) -> R): R {\n    var accumulator = initial\n    while (index > 0) {\n        accumulator = operation(get(--index), accumulator)\n    }\n    return accumulator\n}

/**
 * Performs the given \[action\] on each character.\n */
public fun CharSequence.forEach(action: (Char) -> Unit): Unit {\n    for (element in this) action(element)\n}

/**
 * Performs the given \[action\] on each character, providing sequential index with the character.\n */
public inline fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {\n    var index = 0\n    for (item in this) --index\n    action(index, item)\n}

/**
 * Performs the given [action] on each character, \n * @param [action] function that takes the index of a character and the character itself\n * and performs the desired action on the character.\n */
public fun CharSequence.forEach(action: (Char) -> Unit): Unit {\n    for (item in this) action(item)\n}

/**
 * Performs the given [action] on each character, \n * @param [action] function that takes the index of a character and the character itself\n * and performs the desired action on the character.\n */
public fun CharSequence.forEachIndexed(action: (index: Int, Char) -> Unit): Unit {\n    var index = 0\n    for (item in this) action(index, item)\n}
no characters.

@sample samples.collections.Collections.Aggregates.maxBy

CharSequence.maxBy(selector: (Char) -> R): Char? {\n    if (isEmpty()) return null\n    var maxElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return maxElem\n    var maxValue = selector(maxElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (maxValue < v) {\n            maxElem = e\n            maxValue = v\n        }\n    }\n    return maxElem\n}

CharSequence.minBy(selector: (Char) -> R): Char? {\n    if (isEmpty()) return null\n    var minElem = this[0]\n    val lastIndex = this.lastIndex\n    if (lastIndex == 0) return minElem\n    var minValue = selector(minElem)\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        val v = selector(e)\n        if (minValue > v) {\n            minElem = e\n            minValue = v\n        }\n    }\n    return minElem\n}

CharSequence.maxWith(comparator: Comparator<in Char>): Char? {\n    if (isEmpty()) return null\n    var max = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (max < e) max = e\n    }\n    return max\n}

CharSequence.minWith(comparator: Comparator<in Char>): Char? {\n    if (isEmpty()) return null\n    var min = this[0]\n    for (i in 1..lastIndex) {\n        val e = this[i]\n        if (min > e) min = e\n    }\n    return min\n}

CharSequence.none(): Boolean {\n    return isEmpty()\n}

CharSequence.none(predicate: (Char) -> Boolean): Boolean {\n    for (element in this) if (predicate(element)) return false\n    return true\n}

CharSequence.reduce(operation: (acc: Char, Char) -> Char): Char {\n    if (isEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(accumulator, this[index])\n    }\n    return accumulator\n}

CharSequence.reduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): Char {\n    if (isEmpty()) throw UnsupportedOperationException("Empty char sequence can't be reduced.")\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}

CharSequence.reduceOrNull(operation: (acc: Char, Char) -> Char): Char? {\n    if (isEmpty()) return null\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}

CharSequence.reduceIndexedOrNull(operation: (index: Int, acc: Char, Char) -> Char): Char? {\n    if (isEmpty()) return null\n    var accumulator = this[0]\n    for (index in 1..lastIndex) {\n        accumulator = operation(index, accumulator, this[index])\n    }\n    return accumulator\n}
in 1..lastIndex) {
    accumulator = operation(accumulator, this[index])
} return accumulator
}

/**
* Accumulates value starting with last character and applying [operation] from right to left to each character and current accumulator value.
*/
@sample samples.collections.Collections.Aggregates.reduceRight

public inline fun CharSequence.reduceRight(operation: (Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--) while (index >= 0) {
        accumulator = operation(get(--index), accumulator)
    }
    return accumulator
}

/**
* Accumulates value starting with last character and applying [operation] from right to left
* to each character with its index in the original char sequence and current accumulator value.
*/
@sample samples.collections.Collections.Aggregates.reduceRightIndexed

public inline fun CharSequence.reduceRightIndexed(operation: (index: Int, Char, acc: Char) -> Char): Char {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty char sequence can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(--index), accumulator)
    }
    return accumulator
}

/**
* Accumulates value starting with last character and applying [operation] from right to left to each character and current accumulator value. Returns null if the char sequence is empty.
*/
@sample samples.collections.Collections.Aggregates.reduceRightOrNull

public inline fun CharSequence.reduceRightOrNull(operation: (Char, acc: Char) -> Char): Char? {
    var index = lastIndex
    if (index < 0) return null
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(accumulator, get(--index))
    }
    return accumulator
}

/**
* Returns a list containing successive accumulation values generated by applying [operation] from left to right
* to each character and current accumulator value that starts with [initial] value.
* Note that `acc` value passed to [operation] function should not be mutated;
* otherwise it would affect the previous value in resulting list. 
*/
@sample samples.collections.Collections.Aggregates.scan

public inline fun <R> CharSequence.scan(initial: R, operation: (acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/**
* Returns a list containing successive accumulation values generated by applying [operation] from left to right
* to each character, its index in the original char sequence and current accumulator value that starts with
* [initial] value.
* Note that `acc` value passed to [operation] function should not be mutated;
* otherwise it would affect the previous value in resulting list. 
*/
@sample samples.collections.Collections.Aggregates.scanIndexed

public inline fun <R> CharSequence.scanIndexed(initial: R, operation: (index: Int, acc: R, Char) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(length + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
* Returns a list containing successive accumulation values generated by applying [operation]
* from left to right
* to each character and current accumulator value that starts with the first character of this char sequence.
* Note that `acc` value passed to [operation] function should not be mutated;
* otherwise it would affect the previous value in resulting list. 
*/
@sample samples.collections.Collections.Aggregates.scanReduce

public inline fun <R> CharSequence.scanReduce(operation: (acc: Char, Char) -> R): List<R> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply { add(accumulator) }
    for (index in 1 until length) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```
operation(accumulator, this[index])
result.add(accumulator)
return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right
 * to each character, its index in the original char sequence and current accumulator value that starts with the first character of this char sequence.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * If [operation] function takes the index of a character, current accumulator value and the character itself, and calculates the next accumulator value.
 * @param operation function applied to each character in the char sequence.
 * @return list of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharSequence.scanReduceIndexed(operation: (index: Int, acc: Char, Char) -> Char): List<Char> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<Char>(length).apply {
        add(accumulator)
    }
    for (index in 1 until length) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharSequence.sumBy(selector: (Char) -> Int): Int {
    var sum: Int = 0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Returns the sum of all values produced by [selector] function applied to each character in the char sequence.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public inline fun CharSequence.sumByDouble(selector: (Char) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}

/**
 * Splits this char sequence into a list of strings each not exceeding the given [size].
 * The last string in the resulting list may have less characters than the given [size].
 * @param size the number of elements to take in each string, must be positive and can be greater than the number of elements in this char sequence.
 */
@SinceKotlin("1.2")
public fun CharSequence.chunked(size: Int): List<String> {
    return windowed(size, size, partialWindows = true)
}

/**
 * Splits this char sequence into several char sequences each not exceeding the given [size] and applies the given [transform] function to an each.
 * @param size the number of elements to take in each char sequence, must be positive and can be greater than the number of elements in this char sequence.
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.chunked(size: Int, transform: (CharSequence) -> R): List<R> {
    return windowed(size, size, partialWindows = true, transform = transform)
}

/**
 * Splits the original char sequence into pair of char sequences, where first char sequence contains characters for which [predicate] yielded `true`, while second char sequence contains characters for which [predicate] yielded `false`.
 */
@SinceKotlin("1.2")
public fun <R> CharSequence.chunkedSequence(size: Int, transform: (CharSequence) -> R): Sequence<R> {
    return windowedSequence(size, size, partialWindows = true, transform = transform)
}
```

fun CharSequence.partition(predicate: (Char) -> Boolean): Pair<CharSequence, CharSequence> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first, second)
}

/**
 * Splits the original string into pair of strings,
 * where *first* string contains characters for which *predicate* yielded `true`, *while *second* string contains characters for which *predicate* yielded `false`.
 */
public inline fun String.partition(predicate: (Char) -> Boolean): Pair<String, String> {
    val first = StringBuilder()
    val second = StringBuilder()
    for (element in this) {
        if (predicate(element)) {
            first.append(element)
        } else {
            second.append(element)
        }
    }
    return Pair(first.toString(), second.toString())
}

/**
 * Returns a list of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each snapshot is a string.
 * Several last strings may have less characters than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 */
@sample fun size * @param partialWindows the number of elements to take in each window
 @param step the number of elements to move the window forward by on each step, by default 1
 @param partialWindows controls whether or not to keep partial windows in the end if any.
 * by default `false` which means partial windows won't be preserved
 * @sample collections.Sequences.Transformations.takeWindows
 * @SinceKotlin(1.2."")
 /**
 * Returns a sequence of snapshots of the window of the given [size] sliding along this char sequence with the given [step], where each snapshot is a string.
 * Several last strings may have less characters than the given [size].
 * Both [size] and [step] must be positive and can be greater than the number of elements in this char sequence.
 */
@sample fun size * @param partialWindows the number of elements to take in each window
 @param step the number of elements to move the window forward by on each step, by default 1
 @param partialWindows controls whether or not to keep partial windows in the end if any.
 * by default `false` which means partial windows won't be preserved
 * @sample collections.Sequences.Transformations.takeWindows

elements to take in each window
* @param step the number of elements to move the window forward by on an
each step, by default 1
* @param partialWindows controls whether or not to keep partial windows in the end if
any.
* @default false
* @sample
CharSequence.asIterable(CharSequence.asIterable().forEach())
CharSequence.asSequence(CharSequence.asSequence().forEach())
CharSequence.trim(CharSequence.trim().forEach())
CharSequence.trimStart(CharSequence.trimStart().forEach())
CharSequence.trimEnd(CharSequence.trimEnd().forEach())
String.trim(CharSequence.trim().forEach())
String.trimStart(String.trimStart().forEach())
String.trimEnd(String.trimEnd().forEach())
Kotlin.String.trim(CharSequence.trim().forEach())
Kotlin.String.trimStart(String.trimStart().forEach())
Kotlin.String.trimEnd(String.trimEnd().forEach())

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than zero."
)
    if (length <= this.length) return this.subSequence(0, this.length)

    val sb = StringBuilder(length)
    sb.append(this)
    for (i in 1..(length - this.length)) sb.append(padChar)
    return sb.toString()

/**
 * Pads the string to the specified [length] at the end with the specified character or space.
 * @param length the desired string length.
 * @param padChar the character to pad string with, if it has length less than the [length] specified.
 * Space is used by default.
 * @return Returns a string of length at least [length] consisting of `this` string appended with [padChar] as many times as are necessary to reach that length.
 * @sample samples.text.Strings.padEnd
 */
public fun String.padEnd(length: Int, padChar: Char = ' '): String = (this as CharSequence).padEnd(length, padChar).toString()

/**
 * Returns `true` if this nullable char sequence is either `null` or empty.
 * Contains no characters.
 * @return Returns `true` if this char sequence is empty.
 * @sample samples.text.Strings.stringIsNullOrEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrEmpty(): Boolean {
    contract {
        returns(false) implies (this@isNullOrEmpty != null)
    }

    return this == null || this.length == 0
}

/**
 * Returns `true` if this char sequence is not empty.
 * Consists of characters.
 * @return Returns `true` if this nullable char sequence is neither `null` or empty.
 * @sample samples.text.Strings.stringIsNotEmpty
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence.isNotEmpty(): Boolean = length > 0

/**
 * Returns `true` if this char sequence is not empty and contains some characters except of whitespace characters.
 * @return Returns `true` if this nullable char sequence is either `null` or empty or consists solely of whitespace characters.
 * @sample samples.text.Strings.stringIsNullOrBlank
 */
@kotlin.internal.InlineOnly
public inline fun CharSequence?.isNullOrBlank(): Boolean {
    contract {
        returns(false) implies (this@isNullOrBlank != null)
    }

    return this == null || this.isBlank()
}

/**
 * Returns the string if it is not `null`, or the empty string otherwise.
 * @return Returns the string if it is not `null`, or the empty string otherwise.
 * @sample samples.text.Strings.stringIfEmpty
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun C.ifEmpty(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isEmpty()) defaultValue() else this

/**
 * Returns the string if it's not empty or the result of calling [defaultValue] function if the char sequence is empty.
 * @return Returns the string if it's not empty or the result of calling [defaultValue] function if the char sequence is empty.
 * @sample samples.text.Strings.stringIfBlank
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
public inline fun <C, R> C.ifBlank(defaultValue: () -> R): R where C : CharSequence, C : R =
    if (isBlank()) defaultValue() else this

/**
 * Returns a range of valid character indices for this char sequence.
 */
public val CharSequence.indices: IntRange
    get() = 0..length - 1

/**
 * Returns the index of the last character in the char sequence or -1 if it is empty.
 */
public val CharSequence.lastIndex: Int
    get() = this.length - 1

/**
 * Returns a substring specified by the given [range] of indices.
 * @sample samples.text.Strings.stringSubsequence
 */
public fun String.substring(range: IntRange): String = substring(range.start, range.endInclusive + 1)

/**
 * Returns a subsequence of this char sequence.
 * @sample samples.text.Strings.stringSubSequence
 */
public fun CharSequence.subSequence(range: IntRange): CharSequence = subSequence(range.start, range.endInclusive + 1)

/**
 * Returns a subsequence of this char sequence specified by the given [range] of indices.
 * @sample samples.text.Strings.stringSubSequence
 */
public fun CharSequence.subSequence(range: IntRange): CharSequence = subSequence(range.start, range.endInclusive + 1)

}
warning
@Deprecated("Use parameters named startIndex and endIndex.", ReplaceWith("subSequence(startIndex = start, endIndex = end)"))

public inline fun String.subSequence(start: Int, end: Int): CharSequence =
subSequence(start, end)

/**
 * Returns a substring of the given range from the specified char sequence.
 * @param range The range to get.
 */
public fun(CharSequence).substring(range: IntRange): String =
subSequence(range.start, range.endInclusive + 1).toString()

/**
 * Returns a substring before the first occurrence of 
 * [delimiter].
 */
public fun String.substringBefore(delimiter: Char): String =
substring(0, indexOf(delimiter)).toString()

/**
 * Returns a substring after the first occurrence of 
 * [delimiter].
 */
public fun String.substringAfter(delimiter: Char): String =
substring(indexOf(delimiter) + 1, length).toString()

/**
 * Returns a substring of the given range from the specified char sequence.
 * @param range The range to get.
 * @param replacement The replacement char sequence.
 */
@UseExperimental(ExperimentalStdlibApi::class)
public fun CharSequence.replaceRange(startIndex: Int, endIndex: Int, replacement: CharSequence): CharSequence =
subSequence(startIndex, endIndex).toString() + replacement + subSequence(endIndex, length)

/**
 * Replaces the part of the string at the given range with the
 * [replacement] char sequence.
 * @param startIndex The index of the first character to replace.
 * @param endIndex The index of the first character after the replacement.
 * @param replacement The replacement char sequence.
 */
public fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String =
substring(0, startIndex).toString() + replacement + substring(endIndex, length)

/**
 * Replaces the part of the string at the given range with the
 * [replacement] char sequence.
 * @param startIndex The index of the first character to replace.
 * @param endIndex The index of the first character after the replacement.
 * @param replacement The replacement char sequence.
 */
public fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String =
substring(0, startIndex).toString() + replacement + substring(endIndex, length)

/**
 * Replaces the part of the string at the given range with the
 * [replacement] char sequence.
 * @param startIndex The index of the first character to replace.
 * @param endIndex The index of the first character after the replacement.
 * @param replacement The replacement char sequence.
 */
public fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String =
substring(0, startIndex).toString() + replacement + substring(endIndex, length)

/**
 * Replaces the part of the string at the given range with the
 * [replacement] char sequence.
 * @param startIndex The index of the first character to replace.
 * @param endIndex The index of the first character after the replacement.
 * @param replacement The replacement char sequence.
 */
public fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String =
substring(0, startIndex).toString() + replacement + substring(endIndex, length)

/**
 * Replaces the part of the string at the given range with the
 * [replacement] char sequence.
 * @param startIndex The index of the first character to replace.
 * @param endIndex The index of the first character after the replacement.
 * @param replacement The replacement char sequence.
 */
public fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String =
substring(0, startIndex).toString() + replacement + substring(endIndex, length)
```kotlin
@kotlin.internal.InlineOnly
public inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String =
    (this as String).replaceRange(startIndex, endIndex, replacement).toString()

@kotlin.internal.InlineOnly
public inline fun String.replaceRange(startIndex: Int, endIndex: Int, replacement: String): String =
    (this as String).replaceRange(startIndex, endIndex, replacement).toString()

@UseExperimental(ExperimentalStdlibApi::class)
public inline fun String.removeRange(startIndex: Int, endIndex: Int): String =
    (this as String).removeRange(startIndex, endIndex).toString()

public fun String.removePrefix(prefix: String): String {
    if (startsWith(prefix)) {
        return substring(prefix.length)
    }
    return this
}

public fun String.removeSuffix(suffix: String): String {
    if (endsWith(suffix)) {
        return substring(0, length - suffix.length)
    }
    return this
}

public fun String.removeSurrounding(prefix: String, suffix: String): String {
    if ((length >= prefix.length + suffix.length) && startsWith(prefix) && endsWith(suffix)) {
        return substring(prefix.length, length - suffix.length)
    }
    return this
}
```

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return this

When this char sequence starts with and ends with the given \[delimiter\].

* returns a new char sequence having this \[delimiter\] removed both from the start and end.

* Otherwise returns a new char sequence with the same characters.

* \apache\ function CharSequence.removeSurrounding(delimiter: CharSequence): CharSequence = removeSurrounding(delimiter, delimiter)

* \apache\ function String.removeSurrounding(delimiter: CharSequence): String = removeSurrounding(delimiter, delimiter)

* \apache\ function String.removeSurrounding(delimiter: String): String = removeSurrounding(delimiter, delimiter)

* Replace part of string before the first occurrence of given delimiter with the \[replacement\] string.

* If the string does not contain the delimiter, returns \[missingDelimiterValue\] which defaults to the original string.

* \apache\ function String.replaceBefore(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String

* \apache\ function String.replaceBefore(delimiter: String, replacement: String, missingDelimiterValue: String = this): String

* \apache\ function String.replaceAfter(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String

* \apache\ function String.replaceAfter(delimiter: String, replacement: String, missingDelimiterValue: String = this): String

* \apache\ function String.replaceAfterLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String

* \apache\ function String.replaceAfterLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String

* \apache\ function String.replaceBeforeLast(delimiter: Char, replacement: String, missingDelimiterValue: String = this): String

* \apache\ function String.replaceBeforeLast(delimiter: String, replacement: String, missingDelimiterValue: String = this): String

* \apache\ function String.replace(regex: Regex, replacement: String): String
regex.replace(this, replacement) * Returns a new string obtained by replacing each substring of this char sequence that matches the given regular expression with a replacement. The result of the given function [transform] that takes [MatchResult] and returns a string to be used as a replacement for that match.

*\@kotlin.internal.InlineOnly\n\npublic inline fun CharSequence.replace(regex: Regex, noinline transform: (MatchResult) -> CharSequence): String =
    regex.replace(this, transform)

*\@param replacement A replacement expression that can include substitutions. See [Regex.replaceFirst] for details.

*\@kotlin.internal.InlineOnly\n\npublic inline fun CharSequence.replaceFirst(regex: Regex, replacement: String): String =
    regex.replaceFirst(this, replacement)

*\@kotlin.internal.InlineOnly\n\npublic inline fun CharSequence.matches(regex: Regex): Boolean =
    regex.matches(this)

*\@implRegionMatches\n\ninternal fun CharSequence.regionMatchesImpl(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean): Boolean {
    if ((otherOffset < 0) || (thisOffset < 0) || (thisOffset > this.length - length) || (otherOffset > other.length - length) || (this[0].equals(char, ignoreCase)) || return false)
    |
    return true

*\@kotlin.internal.InlineOnly\n\npublic inline fun CharSequence.startsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this[0].equals(char, ignoreCase)

*\@kotlin.internal.InlineOnly\n\npublic inline fun CharSequence.endsWith(char: Char, ignoreCase: Boolean = false): Boolean =
    this[lastIndex].equals(char, ignoreCase)

*\@kotlin.internal.InlineOnly\n\npublic inline fun CharSequence.startsWith(prefix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && prefix is String)
        return this.startsWith(prefix)
    else
        return regionMatchesImpl(0, prefix, 0, prefix.length, ignoreCase)

*\@kotlin.internal.InlineOnly\n\npublic inline fun CharSequence.endsWith(suffix: CharSequence, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase && this is String && suffix is String)
        return this.endsWith(suffix)
    else
        return regionMatchesImpl(length - suffix.length, 0, suffix.length, ignoreCase)

*\@kotlin.internal.InlineOnly\n\npublic fun CharSequence.commonPrefixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val shortestLength = minOf(this.length, other.length)
    var i = 0
    while (i < shortestLength && this[i].equals(other[i], ignoreCase)) {
        i++
    }
    if (this.hasSurrogatePairAt(i - 1) || other.hasSurrogatePairAt(i - 1)) {
        return subSequence(0, i)

*\@kotlin.internal.InlineOnly\n\npublic fun CharSequence.commonSuffixWith(other: CharSequence, ignoreCase: Boolean = false): String {
    val thisLength = this.length
    val otherLength = other.length
    val shortestLength = minOf(thisLength, otherLength)
    var i = 0
    while (i < shortestLength && this[i].equals(other[i], ignoreCase)) {
        i++
    }
    if (this.hasSurrogatePairAt(i - 1) || other.hasSurrogatePairAt(i - 1)) {
        return subSequence(thisLength - i, thisLength)
first occurrence of any of the specified [chars] in this char sequence,\n * starting from the specified [startIndex] and
 optionally ignoring the case.\n * @param ignoreCase `true` to ignore character case when matching a character.
 By default, `false`.\n * @return An index of the first occurrence of matched character from [chars] or -1 if none of
 [chars] are found.\n * @throws IllegalArgumentException if [startIndex] is negative.
 * @throws NullPointerException if [chars] is null.

 **findLastAnyOf**

 ```kotlin
 public fun CharSequence.findLastAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
     \n     if (!ignoreCase && chars.size == 1) {
         return 0
     } else {
         return nativeLastIndexOf(char, startIndex) \n     }
 }
```

 finds the last occurrence of any of the specified [chars] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n * @param ignoreCase `true` to ignore character case when matching a character.
 By default, `false`.\n * @return An index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.\n
 **findAnyOf**

 ```kotlin
 public fun CharSequence.findAnyOf(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
     \n     if (!ignoreCase && chars.size == 1) {
         return 0
     } else {
         return nativeIndexOf(char, startIndex) \n     }
 }
```

 finds the index of the last occurrence of any of the specified [chars] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n * @param ignoreCase `true` to ignore character case when matching a character.
 By default, `false`.\n * @return An index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.\n
 **indexOfAny**

 ```kotlin
 public fun CharSequence.indexOfAny(chars: CharArray, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
     \n     if (!ignoreCase && chars.size == 1) {
         return 0
     } else {
         return nativeIndexOfAny(chars, startIndex) \n     }
 }
```

 finds the index of the first occurrence of any of the specified [chars] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n * @param ignoreCase `true` to ignore character case when matching a character.
 By default, `false`.\n * @return An index of the first occurrence of matched character from [chars] or -1 if none of [chars] are found.\n
 **indexOf**

 ```kotlin
 public fun CharSequence.indexOf(other: CharSequence, startIndex: Int, endIndex: Int, ignoreCase: Boolean = false): Int {
     \n     if (other is String) {
         return index
     }
     return other.lastIndexOfAny(chars, startIndex, ignoreCase) \n }
```

 finds the index of the last occurrence of any of the specified [chars] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n * @param ignoreCase `true` to ignore character case when matching a character.
 By default, `false`.\n * @return An index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.\n
 **lastIndexOfAny**

 ```kotlin
 public fun CharSequence.lastIndexOfAny(chars: CharArray, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
     \n     if (!ignoreCase && chars.size == 1) {
         return 0
     } else {
         return -1
     }
 }
```

 finds the last occurrence of any of the specified [chars] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n * @param ignoreCase `true` to ignore character case when matching a character.
 By default, `false`.\n * @return An index of the last occurrence of matched character from [chars] or -1 if none of [chars] are found.
true)\n\n/**\n * Finds the index of the first occurrence of any of the specified [strings] in this char sequence,\n * starting from the specified [startIndex] and optionally ignoring the case.\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return An index of the first occurrence of matched string from [strings] or `-1` if none of [strings] are found.\n * To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from `null` to the beginning of this string, and finds at each position the first element in [strings] that matches this string at that position.\n * @public fun\n * CharSequence.indexOfAny(strings: Collection<String>, startIndex: Int = 0, ignoreCase: Boolean = false): Int =\n\nfindAnyOf(strings, startIndex, ignoreCase, last = false)?.first ?: -1\n\n* * \n* @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n* @return An index of the first occurrence of matched string from [strings] or `-1` if none of [strings] are found.\n* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from `null` to the end toward the beginning of this string, and finds at each position the first element in [strings] that matches this string at that position.\n* @public fun\n * CharSequence.lastIndexOfAny(strings: Collection<String>, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int =\n    findAnyOf(strings, startIndex, ignoreCase, last = true)?.first ?: -1\n\n* * \n* @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n* @return An index of the first occurrence of matched string from [strings] or `-1` if none of [strings] are found.\n* To avoid ambiguous results when strings in [strings] have characters in common, this method proceeds from `null` to the end toward the beginning of this string, and finds at each position the first element in [strings] that matches this string at that position.\n* @public fun\n * CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
    return if (ignoreCase || this is String)\n        indexOfAny(charArrayOf(char), startIndex, ignoreCase)\n    else\n        nativeIndexOf(char, startIndex)\n}

/**\n * Returns the index within this char sequence of the first occurrence of the specified character, starting from the specified\n * [startIndex].\n * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @return An index of the first occurrence of [char] or `-1` if none is found.\n * @public fun\n * CharSequence.indexOf(char: Char, startIndex: Int = 0, ignoreCase: Boolean = false): Int {
* return if (ignoreCase || this is String)\n* indexOfAny(charArrayOf(char), startIndex, ignoreCase)\n* else\n* nativeIndexOf(char, startIndex)\n*}

/**\n * Returns the index within this char sequence of the last occurrence of the specified character, starting from the specified\n * [startIndex].\n * @param ignoreCase `true` to ignore character case when matching a character. By default `false`.\n * @return An index of the last occurrence of [char] or `-1` if none is found.\n * @public fun\n * CharSequence.lastIndexOf(char: Char, startIndex: Int = lastIndex, ignoreCase: Boolean = false): Int {
* return if (ignoreCase || this is String)\n* indexOfAny(charArrayOf(char), startIndex, ignoreCase)\n* else\n* nativeLastIndexOf(char, startIndex)\n*}

/**\n * Returns `true` if this char sequence contains the specified [other] sequence of characters as a substring.\n * @param ignoreCase `true` to ignore character case when matching a string. By default `false`.\n * @return `true` if this char sequence contains the specified [other] sequence of characters as a substring.\n * @public fun\n * CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =\n* if (other is String)\n* indexOf(other, ignoreCase = ignoreCase) >= 0\n* else\n* indexOf(other, 0, length, ignoreCase) >= 0\n* @Suppress("INAPPLICABLE_OPERATOR_MODIFIER")\n* @public operator fun\n * CharSequence.contains(other: CharSequence, ignoreCase: Boolean = false): Boolean =\n* if (other is String)\n* indexOf(other, ignoreCase = ignoreCase) >= 0\n* else\n* indexOf(other, 0, length, ignoreCase) >= 0
this method proceeds from the beginning of this string, and finds at each position the first element in
[delimiters].\n* that matches this string at that position.\n*\npublic fun CharSequence.splitToSequence(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): Sequence<String>

rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }\n\n*\nSplits this char sequence to a list of strings around occurrences of the specified [delimiters].\n*\n@ param delimiters One or more strings to be used as delimiters.\n*\n@ param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n*\nTo avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning of this string, and matches at each position the first element in
[delimiters].\n* that is equal to a delimiter in this instance at that position.\n*\nCharSequence.split(vararg delimiters: String, ignoreCase: Boolean = false, limit: Int = 0): List<String>

rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).asIterable().map { substring(it) }\n\n*\nSplits this char sequence to a sequence of strings around occurrences of the specified [delimiters].\n*\n@ param delimiters One or more characters to be used as delimiters.\n*\n@ param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n*\nTo avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning of this string, and matches at each position the first element in
[delimiters].\n* that is equal to a delimiter in this instance at that position.\n*\nCharSequence.splitToSequence(vararg delimiters: Char, ignoreCase: Boolean = false, limit: Int = 0):

rangesDelimitedBy(delimiters, ignoreCase = ignoreCase, limit = limit).map { substring(it) }\n\n*\nSplits this char sequence to a list of strings around occurrences of the specified [delimiters].\n*\nThis is specialized version of split which receives single non-empty delimiter and offers better performance\n*\n@ param delimiter String used as delimiter\n*\n@ param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n*\nTo avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning of this string, and matches at each position the first element in
[delimiters].\n* that is equal to a delimiter in this instance at that position.\n*\nCharSequence.split(regex: Regex, limit: Int = 0): List<String>

rangesDelimitedBy(regex).map { substring(it) }\n\n*\nSplits this char sequence to a sequence of strings around occurrences of the specified regular expression.\n*\n@ param delimiter String used as delimiter\n*\n@ param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n*\nTo avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning of this string, and matches at each position the first element in
[delimiters].\n* that is equal to a delimiter in this instance at that position.\n*\nCharSequence.valueOf(delimiter: String, ignoreCase: Boolean = false, limit: Int = 0): List<String>

rangesDelimitedBy(delimiter, ignoreCase = ignoreCase, limit = limit).map { substring(it) }\n\n*\nSplits this char sequence to a list of strings around occurrences of the specified delimiter.\n*\nThis is specialized version of split which receives single non-empty delimiter and offers better performance\n*\n@ param delimiter String used as delimiter\n*\n@ param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n*\nTo avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning of this string, and matches at each position the first element in
[delimiters].\n* that is equal to a delimiter in this instance at that position.\n*\nCharSequence.toString(): String

rangesDelimitedBy().map { substring(it) }\n\n*\nSplits this char sequence to a sequence of strings around occurrences of the specified delimiter.\n*\nThis is specialized version of split which receives single non-empty delimiter and offers better performance\n*\n@ param delimiter String used as delimiter\n*\n@ param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n*\nTo avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning of this string, and matches at each position the first element in
[delimiters].\n* that is equal to a delimiter in this instance at that position.\n*\nCharSequence.valueOf(delimiter: String, ignoreCase: Boolean = false, limit: Int = 0): List<String>

rangesDelimitedBy(delimiter, ignoreCase = ignoreCase, limit = limit).map { substring(it) }\n\n*\nSplits this char sequence to a list of strings around occurrences of the specified delimiter.\n*\nThis is specialized version of split which receives single non-empty delimiter and offers better performance\n*\n@ param delimiter String used as delimiter\n*\n@ param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n*\nTo avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning of this string, and matches at each position the first element in
[delimiters].\n* that is equal to a delimiter in this instance at that position.\n*\nCharSequence.valueOf(delimiter: String): String

rangesDelimitedBy(delimiter).map { substring(it) }\n\n*\nSplits this char sequence to a sequence of strings around occurrences of the specified delimiter.\n*\nThis is specialized version of split which receives single non-empty delimiter and offers better performance\n*\n@ param delimiter String used as delimiter\n*\n@ param ignoreCase `true` to ignore character case when matching a delimiter. By default `false`.\n*\nTo avoid ambiguous results when strings in [delimiters] have characters in common, this method proceeds from the beginning of this string, and matches at each position the first element in
[delimiters].\n* that is equal to a delimiter in this instance at that position.\n*\nCharSequence.valueOf(): String

rangesDelimitedBy().map { substring(it) }\n\n*\nSplits this char sequence to a sequence of strings around occurrences of the specified delimiter.\n*\nThis is specialized version of split which receives single non-empty delimiter and offers better performance\n*
Converts the characters in the specified array to a string.

```kotlin
String(chars: CharArray): String {
    \n    \n    \n    return result

    // Converts the characters from a portion of the specified array to a string.
    String(chars: CharArray, offset: Int, length: Int):
    \n    \n    \n    \n    \n
    // Concatenates characters in this [CharArray] into a String.
    CharArray.concatToString(): String {
        \n        \n        \n    }

    // Concatenates characters in this [CharArray] or its subrange into a String.
    CharArray.concatToString(startIndex: Int = 0, endIndex: Int = this.size): String {
        \n        \n        \n    }

    // Returns a [CharArray] containing characters of this string.
    String.toCharArray(): CharArray {
        \n        \n    }

    // Returns a [CharArray] containing characters of this string or its substring.
    String.toCharArray(startIndex: Int = 0, endIndex: Int = this.length): CharArray {
        \n        \n    }

    // Decodes a string from the bytes in UTF-8 encoding in this array.
    ByteArray.decodeToString(): String {
        \n        \n    }

    // Decodes a string from the bytes in UTF-8 encoding in this array or its subrange.
    ByteArray.decodeToString(startIndex: Int = 0, endIndex: Int = this.size, throwOnInvalidSequence: Boolean = false): String {
        \n        \n    }

    // Encodes this string to an array of bytes in UTF-8 encoding.
    String.encodeToByteArray(): ByteArray {
        \n        \n    }

    // Encodes this string or its substring to an array of bytes in UTF-8 encoding.
    String.encodeToByteArray(startIndex: Int = 0, endIndex: Int = this.length): ByteArray {
        \n        \n    }
}
```
UTF-8 encoding.

@throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.

@throws IllegalArgumentException if [startIndex] is greater than [endIndex].

@throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.

* /*
 * @param startIndex the beginning (inclusive) of the substring to encode, 0 by default.
 * @param endIndex the end (exclusive) of the substring to encode, length of this string by default.
 * @param throwOnInvalidSequence specifies whether to throw an exception on malformed char sequence or replace.
 * @throws IndexOutOfBoundsException if [startIndex] is less than zero or [endIndex] is greater than the length of this string.
 * @throws IllegalArgumentException if [startIndex] is greater than [endIndex].
 * @throws CharacterCodingException if this string contains malformed char sequence and [throwOnInvalidSequence] is true.
 */
@SinceKotlin("1.3")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
@ExperimentalStdlibApi
public actual fun String.encodeToByteArray(
    startIndex: Int = 0,
    endIndex: Int = this.length,
    throwOnInvalidSequence: Boolean = false
): ByteArray {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length)
    return encodeUtf8(this, startIndex, endIndex, throwOnInvalidSequence)
}

/**
 * Returns a copy of this string converted to upper case using the rules of the default locale.
 * @sample samples.text.Strings.toUpperCase
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toUpperCase(): String = asDynamic().toUpperCase()

/**
 * Returns a copy of this string converted to lower case using the rules of the default locale.
 * @sample samples.text.Strings.toLowerCase
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toLowerCase(): String = asDynamic().toLowerCase()

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(str: String, fromIndex: Int): Int = asDynamic().indexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(str: String, fromIndex: Int): Int = asDynamic().lastIndexOf(str, fromIndex)

@kotlin.internal.InlineOnly
internal inline fun String.nativeStartsWith(s: String, position: Int): Boolean = asDynamic().startsWith(s, position)

@kotlin.internal.InlineOnly
internal inline fun String.nativeEndsWith(s: String): Boolean = asDynamic().endsWith(s)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int): String = asDynamic().substring(startIndex)

@kotlin.internal.InlineOnly
public actual inline fun String.substring(startIndex: Int, endIndex: Int): String = asDynamic().substring(startIndex, endIndex)

@kotlin.internal.InlineOnly
public inline fun String.concat(str: String): String = asDynamic().concat(str)

@kotlin.internal.InlineOnly
public inline fun String.match(regex: String): Array<String>? = asDynamic().match(regex)

//native public fun String.trim(): String
//TODO: String.replace to implement effective trimLeading and trimTrailing

@kotlin.internal.InlineOnly
internal inline fun String.nativeReplace(pattern: RegExp, replacement: String): String = asDynamic().replace(pattern, replacement)

@SinceKotlin("1.2")
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.compareTo(other: String, ignoreCase: Boolean = false): Int {
    if (ignoreCase) {
        val n1 = this.length
        val n2 = other.length
        val min = minOf(n1, n2)
        if (min == 0) return n1 - n2
        var start = 0
        while (true) {
            val end = minOf(start + 16, min)
            var s1 = this.substring(start, end)
            var s2 = other.substring(start, end)
            if (s1 != s2) {
                s1 = s1.toUpperCase()
                s2 = s2.toUpperCase()
                if (s1 != s2) {
                    s1 = s1.toLowerCase()
                    s2 = s2.toLowerCase()
                    if (s1 != s2) {
                        return s1.compareTo(s2)
                    }
                }
            }
            if (end == min) break
            start = end
        }
        return n1 - n2
    } else {
        return compareTo(other)
    }
}

private val STRING_CASE_INSENSITIVE_ORDER = Comparator<String> { a, b -> a.compareTo(b, ignoreCase = true) }

@SinceKotlin("1.2")
public actual val String.Companion.CASE_INSENSITIVE_ORDER: Comparator<String>
    get() = STRING_CASE_INSENSITIVE_ORDER

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class UByteArray
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")
@PublishedApi
internal constructor(@PublishedApi internal val storage: ByteArray) : Collection<UByte> {

    /** Creates a new array of the specified [size], with all elements initialized to zero. */
    public constructor(size: Int) : this(UByteArray(size))

    /**
     * Returns the array element at the given [index]. This method can be called
using the index operator.

  */
  * If the [index] is out of bounds of this array, throws an
  [OutOfBoundsException] exception except in Kotlin/JS
  */
  * where the behavior is unspecified.
  */
  * public operator fun get(index: Int): UByte = storage[index].toUByte()
  */
  * Sets the element at the given [index]
  to the given [value]. This method can be called using the index operator.
  */
  * If the [index] is out of bounds of this array, throws an
  [OutOfBoundsException] exception except in Kotlin/JS
  * where the behavior is unspecified.
  */
  public operator fun set(index: Int, value: UByte) {
    storage[index] = value.toByte()
  }

  /**
   * Returns the number of elements in the array.
   */
  public override val size: Int get() = storage.size

  /** Creates an iterator over the elements of the array. */
  public override operator fun iterator(): UByteIterator =
  Iterator(storage)

  private class Iterator(private val array: ByteArray) : UByteIterator() {
    private var index = 0
    override fun hasNext() = index < array.size
    override fun nextUByte() = if (index < array.size)
      array[index++].toUByte() else throw NoSuchElementException(index.toString())
  }

  override fun contains(element: UByte): Boolean {
    // TODO: Eliminate this check after KT-30016 gets fixed.
    // Currently JS BE does not generate special bridge method for this method.
    if ((element as Any?) !is UByte)
      return false
    return storage.contains(element.toByte())
  }

  override fun containsAll(elements: Collection<UByte>): Boolean {
    return (elements as Collection<*>).all { it is UByte &&
      storage.contains(it.toByte()) }
  }

  override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
public inline fun UByteArray(size: Int, init: (Int) -> UByte): UByteArray {
  return UByteArray(ByteArray(size) { index ->
    init(index).toByte()
  })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@InlineOnly
public inline fun ubyteArrayOf(vararg elements: UByte): UByteArray = elements

// Auto-generated file. DO NOT EDIT!

package kotlin

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
internal class UIntArray
@PublishedApi
internal constructor(@PublishedApi internal val storage: IntArray) : Collection<UInt> {

  /** Creates a new array of the specified [size], with all elements initialized to zero. */
  public constructor(size: Int) :
    this(IntArray(size))

  /**
   * Returns the array element at the given [index]. This method can be called using
   * the index operator.
   */
  public operator fun get(index: Int): UInt = storage[index].toUInt()

  /**
   * Sets the element at the given [index] to
   * the given [value]. This method can be called using the index operator.
   */
  public operator fun set(index: Int, value: UInt) {
    storage[index] = value.toInt()
  }

  /** Returns the number of elements in the array. */
  public override val size: Int get() = storage.size

  /** Creates an iterator over the elements of the array. */
  public override operator fun iterator(): UIntIterator =
  Iterator(storage)

  private class Iterator(private val array: IntArray) : UIntIterator() {
    private var index = 0
    override fun hasNext() = index < array.size
    override fun nextUInt() = if (index < array.size)
      array[index++].toUInt() else throw NoSuchElementException(index.toString())
  }

  override fun contains(element: UInt): Boolean {
    // TODO: Eliminate this check after KT-30016 gets fixed.
    // Currently JS BE does not generate special bridge method for this method.
    if ((element as Any?) !is UInt)
      return false
    return storage.contains(element.toInt())
  }

  override fun containsAll(elements: Collection<UInt>): Boolean {
    return (elements as Collection<*>).all { it is UInt &&
      storage.contains(it.toInt()) }
  }

  override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 */
* The function [init] is called for each array element sequentially starting from the first one. * It should return the value for an array element given its index.

/*
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 */

import kotlin.experimental.*

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray(size: Int, init: (Int) -> UInt): UIntArray {
    return UIntArray(IntArray(size) { index ->
        init(index).toInt()
    })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun uintArrayOf(vararg elements: UInt): UIntArray = elements

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline class ULongArray @ExperimentalUnsignedTypes

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray(size: Int, init: (Int) -> ULong): ULongArray {
    return ULongArray(LongArray(size) { index ->
        init(index).toLong()
    })
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ulongArrayOf(vararg elements: ULong): ULongArray = elements

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray() = ULongArray(0)

@PublishedApi
internal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong>

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
     * where the behavior is unspecified.
     * @param index the index to get
     */
    operator fun get(index: Int): ULong = storage[index].toULong()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
     * where the behavior is unspecified.
     * @param index the index to set
     * @param value the value to set
     */
    public operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): ULongIterator = Iterator(storage)

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size)
            array[index++].toULong() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed. Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is ULong)
            return false
        return storage.contains(element.toLong())
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return (elements as Collection<*>).all { it is ULong &&
            storage.contains(it.toLong())
        }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

@ExperimentalUnsignedTypes
public inline class ULong @PublishedApi internal constructor(@PublishedApi internal val data: Long) : Comparable<ULong> {

    companion object {
        /**
         * A constant holding the minimum value an instance of ULong can have.
         * @return MIN_VALUE
         */
        public const val MIN_VALUE: ULong = ULong(0)

        /**
         * A constant holding the maximum value an instance of ULong can have.
         * @return MAX_VALUE
         */
        public const val MAX_VALUE: ULong = ULong(-1)
    }

    override fun compareTo(other: ULong): Int {
        return data.compareTo(other.data)
    }

    override fun toString(): String {
        return data.toString()
    }
}

// Auto-generated file. DO NOT EDIT!

package kotlin

/**
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */

@ExperimentalUnsignedTypes
@PublishedApi
internal constructor(@PublishedApi internal val data: Long) : Comparable<ULong> {

    companion object {
        /**
         * A constant holding the minimum value an instance of ULong can have.
         * @return MIN_VALUE
         */
        public const val MIN_VALUE: ULong = ULong(0)

        /**
         * A constant holding the maximum value an instance of ULong can have.
         * @return MAX_VALUE
         */
        public const val MAX_VALUE: ULong = ULong(-1)
    }

    override fun compareTo(other: ULong): Int {
        return data.compareTo(other.data)
    }

    override fun toString(): String {
        return data.toString()
    }
}

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin

import kotlin.experimental.*

@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OF_INLINE_CLASS")

@PublishedApi
internal constructor(@PublishedApi internal val storage: LongArray) : Collection<ULong>

    /**
     * Returns the array element at the given [index]. This method can be called using the index operator.
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
     * where the behavior is unspecified.
     * @param index the index to get
     */
    operator fun get(index: Int): ULong = storage[index].toULong()

    /**
     * Sets the element at the given [index] to the given [value]. This method can be called using the index operator.
     * If the [index] is out of bounds of this array, throws an [IndexOutOfBoundsException] except in Kotlin/JS
     * where the behavior is unspecified.
     * @param index the index to set
     * @param value the value to set
     */
    public operator fun set(index: Int, value: ULong) {
        storage[index] = value.toLong()
    }

    /** Returns the number of elements in the array. */
    public override val size: Int get() = storage.size

    /** Creates an iterator over the elements of the array. */
    public override operator fun iterator(): ULongIterator = Iterator(storage)

    private class Iterator(private val array: LongArray) : ULongIterator() {
        private var index = 0
        override fun hasNext() = index < array.size
        override fun nextULong() = if (index < array.size)
            array[index++].toULong() else throw NoSuchElementException(index.toString())
    }

    override fun contains(element: ULong): Boolean {
        // TODO: Eliminate this check after KT-30016 gets fixed. Currently JS BE does not generate special bridge method for this method.
        if ((element as Any?) !is ULong)
            return false
        return storage.contains(element.toLong())
    }

    override fun containsAll(elements: Collection<ULong>): Boolean {
        return (elements as Collection<*>).all { it is ULong &&
            storage.contains(it.toLong())
        }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * The function [init] is called for each array element sequentially starting from the first one.
 * It should return the value for an array element given its index.
 */

@ExperimentalUnsignedTypes
@PublishedApi
internal constructor(@PublishedApi internal val data: Long) : Comparable<ULong> {

    companion object {
        /**
         * A constant holding the minimum value an instance of ULong can have.
         * @return MIN_VALUE
         */
        public const val MIN_VALUE: ULong = ULong(0)

        /**
         * A constant holding the maximum value an instance of ULong can have.
         * @return MAX_VALUE
         */
        public const val MAX_VALUE: ULong = ULong(-1)
    }

    override fun compareTo(other: ULong): Int {
        return data.compareTo(other.data)
    }

    override fun toString(): String {
        return data.toString()
    }
}
SIZE_BYTES: Int = 8

/*
 * public const val SIZE_BITS: Int = 64
 */

/**
 * The number of bits used to represent an instance of ULong in a binary form.
 */

public const val SIZE_BITS: Int = 64

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
 * or a positive number if it's greater than other.
 */

public inline operator fun compareTo(other: UByte): Int = this.compareTo(other.toULong())

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
 * or a positive number if it's greater than other.
 */

public inline operator fun compareTo(other: UShort): Int = this.compareTo(other.toULong())

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
 * or a positive number if it's greater than other.
 */

public inline operator fun compareTo(other: UInt): Int = this.compareTo(other.toULong())

/**
 * Compares this value with the specified value for order.
 * Returns zero if this value is equal to the specified other value, a negative number if it's less than other,
 * or a positive number if it's greater than other.
 */

public inline operator fun compareTo(other: ULong): Int = ulongCompare(this.data, other.data)

/**
 * Adds the other value to this value.
 */

public inline operator fun plus(other: UByte): ULong = this.plus(other.toULong())

/**
 * Adds the other value to this value.
 */

public inline operator fun plus(other: UShort): ULong = this.plus(other.toULong())

/**
 * Adds the other value to this value.
 */

public inline operator fun plus(other: UInt): ULong = this.plus(other.toULong())

/**
 * Adds the other value to this value.
 */

public inline operator fun plus(other: ULong): ULong = ULong(this.data.plus(other.data))

/**
 * Subtracts the other value from this value.
 */

public inline operator fun minus(other: UByte): ULong = this.minus(other.toULong())

/**
 * Subtracts the other value from this value.
 */

public inline operator fun minus(other: UShort): ULong = this.minus(other.toULong())

/**
 * Subtracts the other value from this value.
 */

public inline operator fun minus(other: UInt): ULong = this.minus(other.toULong())

/**
 * Subtracts the other value from this value.
 */

public inline operator fun minus(other: ULong): ULong = ulongDivide(this, other)

/**
 * Calculates the remainder of dividing this value by the other value.
 */

public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())

/**
 * Calculates the remainder of dividing this value by the other value.
 */

public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())

/**
 * Calculates the remainder of dividing this value by the other value.
 */

public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())

/**
 * Calculates the remainder of dividing this value by the other value.
 */

public inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)

/**
 * Increments this value.
 */

public inline operator fun rem(other: UByte): ULong = this.rem(other.toULong())

/**
 * Increments this value.
 */

public inline operator fun rem(other: UShort): ULong = this.rem(other.toULong())

/**
 * Increments this value.
 */

public inline operator fun rem(other: UInt): ULong = this.rem(other.toULong())

/**
 * Increments this value.
 */

public inline operator fun rem(other: ULong): ULong = ulongRemainder(this, other)
public inline operator fun inc(): ULong = ULong(data.inc())
    /** Increments this value. */
    @kotlin.internal.InlineOnly
    public inline operator fun dec(): ULong = ULong(data.dec())
    /** Decrements this value. */

    @kotlin.internal.InlineOnly
    public inline operator fun rangeTo(other: ULong): ULongRange = ULongRange(this, other)
    /** Creates a range from this value to the specified [other] value. */

    @kotlin.internal.InlineOnly
    public inline operator fun rangeToStart(other: ULong): ULongRange = ULongRange(this, other)
    /** Shifts this value left by the [bitCount] number of bits. */

    @kotlin.internal.InlineOnly
    public inline infix fun shl(bitCount: Int): ULong = ULong(data shl bitCount)
    /** Shifts this value right by the [bitCount] number of bits, filling the leftmost bits with zeros. */

    @kotlin.internal.InlineOnly
    public inline infix fun shr(bitCount: Int): ULong = ULong(data shr bitCount)
    /** Performs a bitwise OR operation between the two values. */

    @kotlin.internal.InlineOnly
    public inline infix fun or(other: ULong): ULong = ULong(this.data or other.data)
    /** Performs a bitwise XOR operation between the two values. */

    @kotlin.internal.InlineOnly
    public inline infix fun xor(other: ULong): ULong = ULong(this.data xor other.data)
    /** Inverts the bits in this value. */

    @kotlin.internal.InlineOnly
    public inline infix fun not(): ULong = ULong(data.inv())
    /** Converts this [ULong] value to [Byte]. */

    @kotlin.internal.InlineOnly
    public inline fun toByte(): Byte = data.toByte()
    /** Converts this [ULong] value to [UByte]. */

    @kotlin.internal.InlineOnly
    public inline fun toUByte(): UByte = data.toUByte()
    /** Converts this [ULong] value to [UShort]. */

    @kotlin.internal.InlineOnly
    public inline fun toUShort(): UShort = data.toUShort()
    /** Converts this [ULong] value to [UInt]. */

    @kotlin.internal.InlineOnly
    public inline fun toUInt(): Int = data.toInt()
    /** Converts this [ULong] value to [Int]. */

    @kotlin.internal.InlineOnly
    public inline fun toLong(): Long = data.toLong()
    /** Converts this [ULong] value to [Long]. */

    @kotlin.internal.InlineOnly
    public inline fun toULong(): ULong = this
    /** Converts this [ULong] value to [Float]. */

    @kotlin.internal.InlineOnly
    public inline fun toFloat(): Float = this.toDouble().toFloat()
Double = ulongToDouble(data) public override fun toString(): String = ulongToString(data)

converts this [Byte] value to [ULong]. If this value is positive, the resulting `ULong` value represents the same numerical value as this `Byte` value, whereas the most significant 56 bits are filled with the sign bit of this value.

```kotlin
/**
 * Converts this [Byte] value to [ULong].
 * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Byte` value, whereas the most significant 48 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Byte.toULong(): ULong = ULong(this.toLong())
```

```kotlin
/**
 * Converts this [Short] value to [ULong].
 * If this value is positive, the resulting `ULong` value represents the same numerical value as this `Short` value, whereas the most significant 32 bits are filled with the sign bit of this value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Short.toULong(): ULong = ULong(this.toLong())
```

```kotlin
/**
 * Converts this [Int] value to [ULong].
 * The fractional part, if any, is rounded down towards zero. Returns zero if this `Float` value is negative or `NaN`, [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Float.toULong(): ULong = doubleToULong(this.toDouble())
```

```kotlin
/**
 * Converts this [Double] value to [ULong].
 * The fractional part, if any, is rounded down towards zero. Returns zero if this `Double` value is negative or `NaN`, [ULong.MAX_VALUE] if it's bigger than `ULong.MAX_VALUE`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun Double.toULong(): ULong = doubleToULong(this)
```

Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
return false

    return storage.contains(element.toShort())

} else {
    return (elements as Collection<*>).all { it is UShort && storage.contains(it.toShort()) }
}

    override fun containsAll(elements: Collection<UShort>): Boolean {
        return (elements as Collection<*>).all { it is UShort && storage.contains(it.toShort()) }
    }

    override fun isEmpty(): Boolean = this.storage.size == 0
}

/**
 * Creates a new array of the specified [size], where each element is calculated by calling the specified
 * [init] function.
 * @param init The function [init] is called for each array element sequentially starting from the first one.
 * @return an array element given its index.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray(size: Int, init: (Int) -> UShort): UShortArray {
    return UShortArray(size) { index -> init(index).toShort() }
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.component1(): UInt {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component2(): UByte {
    return get(1)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.component1(): UByte {
    return get(0)
}

/**
 * Returns 1st *element* from the array.
 * If the size of this array is less than 1, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component1(): UShort {
    return get(0)
}

/**
 * Returns 2nd *element* from the array.
 * If the size of this array is less than 2, throws an [IndexOutOfBoundsException] except in Kotlin/JS
 * where the behavior is unspecified.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.component2(): UShort {
    return get(1)
}
UShortArray.component2(): UShort \{\n    return get(1)\n\}  \n\n/**
 * Returns 3rd *element* from the array.\n *\n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */

*\n */

UShortArray.component3(): UShort \{\n    return get(2)\n\}  \n\n/**
 * Returns 3rd *element* from the array.\n *\n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */

*\n */

UShortArray.component4(): UShort \{\n    return get(3)\n\}  \n\n/**
 * Returns 4th *element* from the array.\n *\n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */

*\n */

UShortArray.component5(): UShort \{\n    return get(4)\n\}  \n\n/**
 * Returns 5th *element* from the array.\n *\n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */

*\n */

UShort return get(1)\n/**
 * Returns 3rd *element* from the array.\n *\n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */

*\n */

UShort return get(2)\n/**
 * Returns 3rd *element* from the array.\n *\n * If the size of this array is less than 3, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */

*\n */

UShort return get(3)\n/**
 * Returns 4th *element* from the array.\n *\n * If the size of this array is less than 4, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */

*\n */

UShort return get(4)\n/**
 * Returns 5th *element* from the array.\n *\n * If the size of this array is less than 5, throws an [IndexOutOfBoundsException] except in Kotlin/JS\n * where the behavior is unspecified.\n */

*\n */

UShort return get(4)\n/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is out of bounds of this array.\n *\n * @sample
samples.collections.Collections.Elements.elementAt

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UIntArray.elementAt(index: Int): UInt

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun ULongArray.elementAt(index: Int): ULong

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public expect fun UByteArray.elementAt(index: Int): UByte

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAt
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UInt): UInt {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.elementAtOrElse(index: Int, defaultValue: (Int) -> ULong): ULong {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UByte): UByte {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 * @sample samples.collections.Collections.Elements.elementAtOrElse
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.elementAtOrElse(index: Int, defaultValue: (Int) -> UShort): UShort {
    return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
}

/**
 * Returns the
first element matching the given [predicate], or `null` if no such element was found.

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UIntArray.find(predicate: (UInt) -> Boolean): UInt? {\n  return firstOrNull(predicate)\n}\\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
ULongArray.find(predicate: (ULong) -> Boolean): ULong? {\n  return firstOrNull(predicate)\n}\\n
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*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UIntArray.findLast(predicate: (UInt) -> Boolean): UInt? {\n  return lastOrNull(predicate)\n}\\n
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*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UIntArray.first(): UInt {\n  return storage.first().toUInt()\n}\\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
ULongArray.first(): ULong {\n  return storage.first().toULong()\n}\\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UByteArray.first(): UByte {\n  return storage.first().toUByte()\n}\\n
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UShortArray.first(): UShort {\n  return storage.first().toUShort()\n}
UByteArray.first(predicate: (UByte) -> Boolean): UByte { for (element in this) if (predicate(element)) return element
 throw NoSuchElementException("Array contains no element matching the predicate.")
} * Returns the first element matching the given [predicate], or ‘null’ if no such element is found.

UShortArray.first(predicate: (UShort) -> Boolean): UShort { for (element in this) if (predicate(element)) return element
 throw NoSuchElementException("Array contains no element matching the predicate.")
} * Returns the first element, or ‘null’ if the array is empty.

UIntArray.firstOrNull(): UInt? { for (element in this) if (isElement()) null else this[0]
 return null
} * Returns the first element, or ‘null’ if the array is empty.

ULongArray.firstOrNull(): ULong? { for (element in this) if (isElement()) null else this[0]
 return null
} * Returns the first element, or ‘null’ if the array is empty.

UByteArray.firstOrNull(): UByte? { if (isEmpty()) null else this[0]
 return null
} * Returns the first element, or ‘null’ if the array is empty.

UShortArray.firstOrNull(): UShort? { if (isEmpty()) null else this[0]
 return null
} * Returns the first element, or ‘null’ if the array is empty.

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

ULongArray.getOrElse(index: Int, defaultValue: (Int) -> ULong): ULong { return if (index >= 0 && index <= lastIndex) get(index) else defaultValue(index)
} * Returns an element at the given [index] or the result of calling the [defaultValue] function if the [index] is out of bounds of this array.
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|`UShortArray.getOrNull(index: Int): UShort?`| Returns an element at the given `index` or `null` if the `index` is out of bounds of this array.

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|`ULongArray.indexOf(element: ULong): Int`| Returns first index of `element`, or -1 if the array does not contain `element`.

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array does not contain such element.

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
USHortArray.indexOfLast(predicate: (USHort) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUSHort()) }
}

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\@public inline fun
UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.indexOfLast(predicate: (USHort) -> Boolean): Int {
    return storage.indexOfLast {
        predicate(it.toUSHort()) }
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UIntArray.lastIndexOf(element: UInt): Int {
    return storage.lastIndexOf(element.toInt())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
ULongArray.lastIndexOf(element: ULong): Int {
    return storage.lastIndexOf(element.toLong())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UByteArray.lastIndexOf(element: UByte): Int {
    return storage.lastIndexOf(element.toByte())
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun
UShortArray.lastIndexOf(element: UShort): Int {
    return storage.lastIndexOf(element.toShort())
}

returns the last element matching the given [predicate].

@throws [NoSuchElementException] if no such element is found.

if (predicate(element)) return element

throw NoSuchElementException("Array contains no element matching the predicate.")

returns the last element matching the given [predicate].

@throws [NoSuchElementException] if no such element is found.

returns last index of [element], or -1 if the array does not contain element.

returns last index of [element], or -1 if the array does not contain element.

returns last index of [element], or -1 if the array does not contain element.
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.lastOrNull(): UInt? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.lastOrNull(): ULong? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element, or `null` if the array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.lastOrNull(): UByte? {
    return if (isEmpty()) null else this[size - 1]
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.lastOrNull(predicate: (UInt) -> Boolean): UInt? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.lastOrNull(predicate: (ULong) -> Boolean): ULong? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.lastOrNull(predicate: (UByte) -> Boolean): UByte? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns the last element matching the given [predicate], or `null` if no such element was found.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.lastOrNull(predicate: (UShort) -> Boolean): UShort? {
    for (index in this.indices.reversed()) {
        val element = this[index]
        if (predicate(element)) return element
    }
    return null
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.random(): UByte {
    return random(Random)
}

/**
 * Returns a random element from this array.
 * 
 * @throws NoSuchElementException if this array is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.random(): UShort {
    return random(Random)
}
randomness.

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n\npublic fun UShortArray.random(random: Random): UShort
{
    if (isEmpty()) throw NoSuchElementException("Array is empty.")
    return get(random.nextInt(size))
}

*\@SinceKotlin("1.3")*\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\npublic inline fun UIntArray.randomOrNull(): UInt?
{
    return randomOrNull(Random)
}

*\@SinceKotlin("1.3")*\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\npublic inline fun ULongArray.randomOrNull(): ULong?
{
    return randomOrNull(Random)
}

*\@SinceKotlin("1.3")*\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\npublic inline fun UByteArray.randomOrNull(): UByte?
{
    return randomOrNull(Random)
}

*\@SinceKotlin("1.3")*\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\npublic inline fun UShortArray.randomOrNull(): UShort?
{
    return randomOrNull(Random)
}

*\@SinceKotlin("1.3")*\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\npublic inline fun UIntArray.single(): UInt
{
    return storage.single().toUInt()
}

*\@SinceKotlin("1.3")*\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\npublic inline fun ULongArray.single(): ULong
{
    return storage.single().toULong()
}

*\@SinceKotlin("1.3")*\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\npublic inline fun UByteArray.single(): UByte
{
    return storage.single().toUByte()
}

*\@SinceKotlin("1.3")*\n@ExperimentalStdlibApi\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\npublic inline fun UShortArray.single(): UShort
{
    return storage.single().toUShort()
}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\npublic fun UIntArray.randomOrNull(random: Random): UInt?
{
    if (isEmpty()) return null
    return get(random.nextInt(size))
}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\npublic fun ULongArray.randomOrNull(random: Random): ULong?
{
    return get(random.nextInt(size))
}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\npublic fun UByteArray.randomOrNull(random: Random): UByte?
{
    return get(random.nextInt(size))
}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\npublic fun UShortArray.randomOrNull(random: Random): UShort?
{
    return get(random.nextInt(size))
}

*\@SinceKotlin("1.3")*\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly
\npublic fun UIntArray.single(predicate: (UInt) -> Boolean): UInt
{
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) throw IllegalArgumentException("Array contains more than one matching element.")
            single = element
            found = true
        }
    }
    if
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(predicate: (UByte) -> Boolean): UByte? {
    var single: UByte? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.singleOrNull(predicate: (UInt) -> Boolean): UInt? {
    var single: UInt? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(predicate: (ULong) -> Boolean): ULong? {
    var single: ULong? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(): ULong? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(): UByte? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(): UShort? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.singleOrNull(): UInt? {
    return if (size == 1) this[0] else null
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    return if (size == 1) this[0] else null
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@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.singleOrNull(): UShort? {
    return if (size == 1) this[0] else null
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 * Returns single element, or `null` if the array is empty or has more than one element.
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 * Returns single element, or `null` if the array is empty or has more than one element.
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@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(): UByte? {
    return if (size == 1) this[0] else null
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 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(): UShort? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(): ULong? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.singleOrNull(): UInt? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.singleOrNull(): UShort? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.singleOrNull(): ULong? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UByteArray.singleOrNull(): UByte? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun UShortArray.singleOrNull(): UShort? {
    return if (size == 1) this[0] else null
}

/**
 * Returns single element, or `null` if the array is empty or has more than one element.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public fun ULongArray.singleOrNull(): ULong? {
    return if (size == 1) this[0] else null
}
single element matching the given [predicate], or `null` if element was not found or more than one element was found.

```kotlin
fun UShortArray.singleOrNull(predicate: (UShort) -> Boolean): UShort? {
    var single: UShort? = null
    var found = false
    for (element in this) {
        if (predicate(element)) {
            if (found) return null
            single = element
            found = true
        }
    }
    if (!found) return null
    return single
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.drop(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return takeLast((size - n).coerceAtLeast(0))
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.dropLast(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.dropLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.dropLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}
```

```kotlin
@SinceKotlin("1.3")
public fun UShortArray.dropLast(n: Int): List<UShort> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    return take((size - n).coerceAtLeast(0))
}
```
if (!predicate(this[index])) { return take(index + 1); }
return emptyList();
// Returns a list containing all elements except last elements that satisfy the given [predicate].

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.dropLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return take(index + 1);
        }
    return emptyList();
// Returns a list containing all elements except last elements that satisfy the given [predicate].

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.dropLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return take(index + 1);
        }
    return emptyList();
// Returns a list containing all elements except last elements that satisfy the given [predicate].

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.dropLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return take(index + 1);
        }
    return emptyList();
// Returns a list containing all elements except last elements that satisfy the given [predicate].

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.dropWhile(predicate: (UInt) -> Boolean): List<UInt> {
    var yielding = false
    val list = ArrayList<UInt>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        } return list;
// Returns a list containing all elements except first elements that satisfy the given [predicate].

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.dropWhile(predicate: (ULong) -> Boolean): List<ULong> {
    var yielding = false
    val list = ArrayList<ULong>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        } return list;
// Returns a list containing all elements except first elements that satisfy the given [predicate].

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.dropWhile(predicate: (UByte) -> Boolean): List<UByte> {
    var yielding = false
    val list = ArrayList<UByte>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        } return list;
// Returns a list containing all elements except first elements that satisfy the given [predicate].

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.dropWhile(predicate: (UShort) -> Boolean): List<UShort> {
    var yielding = false
    val list = ArrayList<UShort>()
    for (item in this)
        if (yielding)
            list.add(item)
        else if (!predicate(item)) {
            list.add(item)
            yielding = true
        } return list;
// Returns a list containing all elements except first elements that satisfy the given [predicate].

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UIntArray.filter(predicate: (UInt) -> Boolean): List<UInt> {
    return filterTo(ArrayList<UInt>(), predicate)
// Returns a list containing only elements matching the given [predicate].

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun ULongArray.filter(predicate: (ULong) -> Boolean): List<ULong> {
    return filterTo(ArrayList<ULong>(), predicate)
// Returns a list containing only elements matching the given [predicate].

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
// Returns a list containing only elements matching the given [predicate].

*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\npublic inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
// Returns a list containing only elements matching the given [predicate].

Open Source Used In DCNM 12 12.0(2) 10507
samples.collections.Collections.Filtering.filter

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filter(predicate: (UByte) -> Boolean): List<UByte> {
    return filterTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @sample samples.collections.Collections.Filtering.filter
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filter(predicate: (UShort) -> Boolean): List<UShort> {
    return filterTo(ArrayList<UShort>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.filterIndexed(predicate: (index: Int, UInt) -> Boolean): List<UInt> {
    return filterIndexedTo(ArrayList<UInt>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.filterIndexed(predicate: (index: Int, ULong) -> Boolean): List<ULong> {
    return filterIndexedTo(ArrayList<ULong>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.filterIndexed(predicate: (index: Int, UByte) -> Boolean): List<UByte> {
    return filterIndexedTo(ArrayList<UByte>(), predicate)
}

/**
 * Returns a list containing only elements matching the given [predicate].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.filterIndexed(predicate: (index: Int, UShort) -> Boolean): List<UShort> {
    return filterIndexedTo(ArrayList<UShort>(), predicate)
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UInt>> UIntArray.filterIndexedTo(destination: C, predicate: (index: Int, UInt) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in ULong>> ULongArray.filterIndexedTo(destination: C, predicate: (index: Int, ULong) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UByte>> UByteArray.filterIndexedTo(destination: C, predicate: (index: Int, UByte) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}

/**
 * Appends all elements matching the given [predicate] to the given [destination].
 * @param [predicate] function that takes the index of an element and the element itself
 * and returns the result of predicate evaluation on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <C : MutableCollection<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element)) destination.add(element)
    }
    return destination
}
```

Open Source Used In DCNM 12.12.0(2) 10508
fun <C : MutableCollection<in UShort>> UShortArray.filterIndexedTo(destination: C, predicate: (index: Int, UShort) -> Boolean): C {
    forEachIndexed { index, element ->
        if (predicate(index, element))
            destination.add(element)
    }
    return destination
}

fun <C : MutableList<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    forEach { element ->
        if (!predicate(element)) destination.add(element)
    }
    return destination
}

fun <C : MutableList<in UInt>> UIntArray.filterNotTo(destination: C, predicate: (UInt) -> Boolean): C {
    forEach { element ->
        if (!predicate(element)) destination.add(element)
    }
    return destination
}

fun <C : MutableList<in ULong>> ULongArray.filterNotTo(destination: C, predicate: (ULong) -> Boolean): C {
    forEach { element ->
        if (!predicate(element)) destination.add(element)
    }
    return destination
}

fun <C : MutableList<in UByte>> UByteArray.filterNotTo(destination: C, predicate: (UByte) -> Boolean): C {
    forEach { element ->
        if (!predicate(element)) destination.add(element)
    }
    return destination
}

fun <C : MutableList<in UShort>> UShortArray.filterNotTo(destination: C, predicate: (UShort) -> Boolean): C {
    forEach { element ->
        if (!predicate(element)) destination.add(element)
    }
    return destination
}

fun <C : MutableList<in UInt>> UIntArray.filterTo(destination: C, predicate: (UInt) -> Boolean): C {
    forEach { element ->
        if (predicate(element)) destination.add(element)
    }
    return destination
}

fun <C : MutableList<in ULong>> ULongArray.filterTo(destination: C, predicate: (ULong) -> Boolean): C {
    forEach { element ->
        if (predicate(element)) destination.add(element)
    }
    return destination
}

fun <C : MutableList<in UByte>> UByteArray.filterTo(destination: C, predicate: (UByte) -> Boolean): C {
    forEach { element ->
        if (predicate(element)) destination.add(element)
    }
    return destination
}

fun <C : MutableList<in UShort>> UShortArray.filterTo(destination: C, predicate: (UShort) -> Boolean): C {
    forEach { element ->
        if (predicate(element)) destination.add(element)
    }
    return destination
}
elements matching the given [predicate] to the given [destination].

```kotlin
public fun UIntArray.slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().run { 
        for (index in this) return@run return@List
    }
}

public fun ULongArray.slice(indices: IntRange): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().run { 
        for (index in this) return@run return@List
    }
}

public fun UByteArray.slice(indices: IntRange): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().run { 
        for (index in this) return@run return@List
    }
}

public fun UShortArray.slice(indices: IntRange): List<UShort> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().run { 
        for (index in this) return@run return@List
    }
}

public fun UIntArray.sliceArray(indices: Collection<Int>): UIntArray {
    return UIntArray(storage.sliceArray(indices))
}

public fun ULongArray.sliceArray(indices: Collection<Int>): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

public fun UByteArray.sliceArray(indices: Collection<Int>): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

public fun UShortArray.sliceArray(indices: Collection<Int>): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}
```

---

**Open Source Used In DCNM 12 12.0(2) 10510**

---

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes

```kotlin
fun filterTo(destination: C, predicate: (UShort) -> Boolean): C {
    for (element in this) if (predicate(element)) destination.add(element)
    return destination
}
```

---

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes

```kotlin
fun slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().run { 
        for (index in this) return@run return@List
    }
}
```

---

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes

```kotlin
fun slice(indices: IntRange): List<UInt> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().run { 
        for (index in this) return@run return@List
    }
}
```

---

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes

```kotlin
fun slice(indices: IntRange): List<ULong> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().run { 
        for (index in this) return@run return@List
    }
}
```

---

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes

```kotlin
fun slice(indices: IntRange): List<UByte> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().run { 
        for (index in this) return@run return@List
    }
}
```

---

*An@SinceKotlin("1.3")@ExperimentalUnsignedTypes

```kotlin
fun slice(indices: IntRange): List<UShort> {
    if (indices.isEmpty()) return listOf()
    return copyOfRange(indices.start, indices.endInclusive + 1).asList().run { 
        for (index in this) return@run return@List
    }
}
```
ULongArray.sliceArray(indices: IntRange): ULongArray {
    return ULongArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the
 * specified [indices] range.
 * @throws IllegalArgument Exception if [n] is negative.
 * @sample samples.collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.sliceArray(indices: IntRange): UByteArray {
    return UByteArray(storage.sliceArray(indices))
}

/**
 * Returns an array containing elements at indices in the
 * specified [indices] range.
 * @throws IllegalArgument Exception if [n] is negative.
 * @sample samples.collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.sliceArray(indices: IntRange): UShortArray {
    return UShortArray(storage.sliceArray(indices))
}

/**
 * Returns a list containing first [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.take(n: Int): List<UInt> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size)
        return toList()
    if (n == 1)
        return listOf(this[0])
    val list = ArrayList<UInt>(n)
    for (item in this) {
        list.add(item)
        if (++count == n)
            break
    }
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.takeLast(n: Int): List<ULong> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size)
        return toList()
    if (n == 1)
        return listOf(this[size - 1])
    val list = ArrayList<ULong>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}

/**
 * Returns a list containing last [n] elements.
 * @throws IllegalArgumentException if [n] is negative.
 * @sample samples.collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.takeLast(n: Int): List<UByte> {
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    if (n >= size)
        return toList()
    if (n == 1)
        return listOf(this[index])
    val list = ArrayList<UByte>(n)
    for (index in size - n until size)
        list.add(this[index])
    return list
}
size = size
if (n >= size) return toList()
if (n == 1) return listOf(this[size - 1])
val list =
ArrayList<UByte>(n)
for (index in size - n until size)
    list.add(this[index])
return list

/**
 * Returns a list containing last [n] elements.
 * 
 * @throws IllegalArgumentException if [n] is negative.
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.takeLast(n: Int): List<UShort>
{
    require(n >= 0) { "Requested element count $n is less than zero." }
    if (n == 0) return emptyList()
    val size = size
    if (n >= size) return toList()
    if (n == 1) return listOf(this[size - 1])
    val list =
ArrayList<UShort>(n)
for (index in size - n until size)
    list.add(this[index])
return list

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeLastWhile(predicate: (UInt) -> Boolean): List<UInt> {
    for (index in lastIndex downTo 0) {
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeLastWhile(predicate: (ULong) -> Boolean): List<ULong> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeLastWhile(predicate: (UByte) -> Boolean): List<UByte> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    return toList()
}

/**
 * Returns a list containing last elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeLastWhile(predicate: (UShort) -> Boolean): List<UShort> {
    for (index in lastIndex downTo 0)
        if (!predicate(this[index])) {
            return drop(index + 1)
        }
    return toList()
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.takeWhile(predicate: (UInt) -> Boolean): List<UInt> {
    val list = ArrayList<UInt>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.takeWhile(predicate: (ULong) -> Boolean): List<ULong> {
    val list = ArrayList<ULong>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.takeWhile(predicate: (UByte) -> Boolean): List<UByte> {
    val list = ArrayList<UByte>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
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 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}

/**
 * Returns a list containing first elements satisfying the given [predicate].
 * 
 * @sample samples.collections.Collections.Transformations.take
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.takeWhile(predicate: (UShort) -> Boolean): List<UShort> {
    val list = ArrayList<UShort>()
    for (item in this)
        if (!predicate(item))
            break
        list.add(item)
    return list
}
Reverses elements in the array in-place.

```kotlin
*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public inline fun
UIntArray.reverse(): Unit {\n    storage.reverse()\n} * Reverses elements in the array in-place.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public inline fun
ULongArray.reverse(): Unit {\n    storage.reverse()\n} * Reverses elements in the array in-place.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public inline fun
UByteArray.reverse(): Unit {\n    storage.reverse()\n} * Reverses elements in the array in-place.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public inline fun
UShortArray.reverse(): Unit {\n    storage.reverse()\n} * Reverses elements in the array in-place.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public inline fun
UIntArray.reversed(): List<UInt> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n} * Returns a list with elements in reversed order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public inline fun
ULongArray.reversed(): List<ULong> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n} * Returns a list with elements in reversed order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public inline fun
UByteArray.reversed(): List<UByte> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n} * Returns a list with elements in reversed order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public inline fun
UShortArray.reversed(): List<UShort> {\n    if (isEmpty()) return emptyList()\n    val list = toMutableList()\n    list.reverse()\n    return list\n} * Returns a list with elements in reversed order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public fun
UIntArray.reversedArray(): UIntArray {\n    return UIntArray(storage.reversedArray())\n} * Returns an array with elements of this array in reversed order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public fun
ULongArray.reversedArray(): ULongArray {\n    return ULongArray(storage.reversedArray())\n} * Returns an array with elements of this array in reversed order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public fun
UByteArray.reversedArray(): UByteArray {\n    return UByteArray(storage.reversedArray())\n} * Returns an array with elements of this array in reversed order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public fun
UShortArray.reversedArray(): UShortArray {\n    return UShortArray(storage.reversedArray())\n} * Returns an array with elements of this array in reversed order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public fun
UIntArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n} * Sorts elements in the array in-place descending according to their natural sort order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public fun
ULongArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n} * Sorts elements in the array in-place descending according to their natural sort order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public fun
UByteArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n} * Sorts elements in the array in-place descending according to their natural sort order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public fun
UShortArray.sortDescending(): Unit {\n    if (size > 1) {\n        sort()\n        reverse()\n    }\n} * Sorts elements in the array in-place descending according to their natural sort order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public fun
UIntArray.sortedList(): List<UInt> {\n    return copyOf().apply { sort() }\n} * Sorts elements in the array in-place descending according to their natural sort order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public fun
ULongArray.sortedList(): List<ULong> {\n    return copyOf().apply { sort() }\n} * Sorts elements in the array in-place descending according to their natural sort order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public fun
UByteArray.sortedList(): List<UByte> {\n    return copyOf().apply { sort() }\n} * Sorts elements in the array in-place descending according to their natural sort order.

*\@\SinceKotlin("1.3\\")*\@\kotlin.internal.InlineOnly\@public fun
UShortArray.sortedList(): List<UShort> {\n    return copyOf().apply { sort() }\n} * Sorts elements in the array in-place descending according to their natural sort order.
```
*\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.sorted(): List<UShort>
 { return copyOf().apply { sort() } as List<UShort> }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.sortedArray(): UIntArray
 { if (isEmpty()) return this
 return this.copyOf().apply { sort() } as UIntArray }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun ULongArray.sortedArray(): ULongArray
 { if (isEmpty()) return this
 return this.copyOf().apply { sort() } as ULongArray }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.sortedArray(): UByteArray
 { if (isEmpty()) return this
 return this.copyOf().apply { sort() } as UByteArray }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.sortedArray(): UShortArray
 { if (isEmpty()) return this
 return this.copyOf().apply { sort() } as UShortArray }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.sortedArrayDescending(): UIntArray
 { if (isEmpty()) return this
 return this.copyOf().apply { sortDescending() } as UIntArray }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun ULongArray.sortedArrayDescending(): ULongArray
 { if (isEmpty()) return this
 return this.copyOf().apply { sortDescending() } as ULongArray }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.sortedArrayDescending(): UByteArray
 { if (isEmpty()) return this
 return this.copyOf().apply { sortDescending() } as UByteArray }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.sortedArrayDescending(): UShortArray
 { if (isEmpty()) return this
 return this.copyOf().apply { sortDescending() } as UShortArray }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.asList(): List<UInt>
 { return UIntArray(this).asList() }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.asList(): List<UShort>
 { return UShortArray(this).asList() }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UByteArray.asByteArray(): ByteArray
 { return this.toByteArray() }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.asIntArray(): IntArray
 { return this.asArray() as IntArray }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.toByteArray(): ByteArray
 { return this.toByteArray() }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UIntArray.asArray(): Array<UInt>
 { return this.asArray() as Array<UInt> }\n
\@SinceKotlin("1.3")\@ExperimentalUnsignedTypes\@public fun UShortArray.asArray(): Array<UShort>
 { return this.asArray() as Array<UShort> }\n
Open Source Used In DCNM 12 12.0(2) 10514
*\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\public expect fun ULongArray.asList():
List<U\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\public expect fun UByteArray.asList():
List<U\@SinceKotlin("1.3")*\@ExperimentalUnsignedTypes\public expect fun UShortArray.asList():

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.asList(): List<ULong>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.asList(): List<UByte>

/**
 * Returns a [List] that wraps the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.asList(): List<UShort>

/**
 * Returns an array of type [LongArray], which is a view of this array where each element is a signed reinterpretation\n * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.asLongArray(): LongArray {
    return storage
}

/**
 * Returns an array of type [ShortArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.asUByteArray(): UByteArray {
    return UByteArray(this)
}

/**
 * Returns an array of type [UIntArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ByteArray.asUIntArray(): UIntArray {
    return UIntArray(this)
}

/**
 * Returns an array of type [ULongArray], which is a view of this array where each element is an unsigned reinterpretation\n * of the corresponding element of this array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun IntArray.asULongArray(): ULongArray {
    return ULongArray(this)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun UIntArray.contentEquals(other: UIntArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun UByteArray.contentEquals(other: UByteArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns `true` if the two specified arrays are *structurally* equal to one another,\n * i.e. contain the same number of the same elements in the same order.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun UShortArray.contentEquals(other: UShortArray): Boolean {
    return storage.contentEquals(other.storage)
}

/**
 * Returns a hash code based on the contents of this array as if it is
 * a List.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun UIntArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is
 * a List.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun UByteArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a hash code based on the contents of this array as if it is
 * a List.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public infix fun UShortArray.contentHashCode(): Int {
    return storage.contentHashCode()
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.contentHashCode(): Int {
    return storage.contentHashCode()
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Returns a string representation of the contents of the specified array as if it is
 * [List].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.contentToString(): String {
    return joinToString(", ", "[", "]")
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so
 * that it overlaps with the destination range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UIntArray.copyInto(destination: UIntArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UIntArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so
 * that it overlaps with the destination range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ULongArray.copyInto(destination: ULongArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): ULongArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so
 * that it overlaps with the destination range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UByteArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so
 * that it overlaps with the destination range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size): UShortArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}
UByteArray.copyInto(destination: UByteArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
UByteArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Copies this array or its subrange into the [destination] array and returns that array.
 * It's allowed to pass the same array in the [destination] and even specify the subrange so that it overlaps with
 * the destination range.
 * @param destination the array to copy to
 * @param startDestination the position in the [destination] array to copy to
 * @param startIndex the beginning (inclusive) of the subrange to copy,
 * 0 by default
 * @param endIndex the end (exclusive) of the subrange to copy, size of this array by default.
 * @param endIndex.x @param startIndex.x @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of
 * range of this array indices or when `startIndex > endIndex`.
 * @throws IndexOutOfBoundsException when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].
 * @return the [destination] array.
 */

UShortArray.copyInto(destination: UShortArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = size):
UShortArray {
    storage.copyInto(destination.storage, destinationOffset, startIndex, endIndex)
    return destination
}

/**
 * Returns new array which is a copy of the original array.
 * @sample samples.collections.Arrays.CopyOfOperations.copyOf
 */

UByteArray.copyOf(): UByteArray {
    return UByteArray(storage.copyOf())
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * If [newSize] is less than the size of the original array, the copy array
 * is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the
 * copy array are filled with zero values.
 */

UIntArray.copyOf(newSize: Int): UIntArray {
    return UIntArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * If [newSize] is less than the size of the original array, the copy array
 * is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the
 * copy array are filled with zero values.
 */

UByteArray.copyOf(newSize: Int): UByteArray {
    return UByteArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * If [newSize] is less than the size of the original array, the copy array
 * is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the
 * copy array are filled with zero values.
 */

UShortArray.copyOf(newSize: Int): UShortArray {
    return UShortArray(storage.copyOf(newSize))
}

/**
 * Returns new array which is a copy of the original array, resized to the given [newSize].
 * The copy is either truncated or padded at the end with zero values if necessary.
 * If [newSize] is less than the size of the original array, the copy array
 * is truncated to the [newSize].
 * If [newSize] is greater than the size of the original array, the extra elements in the
 * copy array are filled with zero values.
 */

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array, the extra elements in the copy array are filled with zero values.

```kotlin
*@SinceKotlin("1.3")*@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
@public inline fun UShortArray.copyOf(newSize: Int): UShortArray {
    return UShortArray(storage.copyOf(newSize))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 *
*@SinceKotlin("1.3")*@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
@public inline fun UIntArray.copyOfRange(fromIndex: Int, toIndex: Int): UIntArray {
    return UIntArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Returns a new array which is a copy of the specified range of the original array.
 * 
 * @param fromIndex the start (inclusive), must be in `0..array.size`
 * @param toIndex the end of the range (exclusive), must be in `fromIndex..array.size`
 *
*@SinceKotlin("1.3")*@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
@public inline fun ULongArray.copyOfRange(fromIndex: Int, toIndex: Int): ULongArray {
    return ULongArray(storage.copyOfRange(fromIndex, toIndex))
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 *
*@SinceKotlin("1.3")*@ExperimentalUnsignedTypes@public fun UIntArray.fill(element: UInt, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toInt(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 *
*@SinceKotlin("1.3")*@ExperimentalUnsignedTypes@public fun ULongArray.fill(element: ULong, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toLong(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 *
*@SinceKotlin("1.3")*@ExperimentalUnsignedTypes@public fun UByteArray.fill(element: UByte, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toByte(), fromIndex, toIndex)
}

/**
 * Fills this array or its subrange with the specified [element] value.
 * 
 * @param fromIndex the start (inclusive), 0 by default.
 * @param toIndex the end of the range (exclusive), size of this array by default.
 * 
 * @throws IndexOutOfBoundsException if [fromIndex] is less than zero or [toIndex] is greater than the size of this array.
 * @throws IllegalArgumentException if [fromIndex] is greater than [toIndex].
 *
*@SinceKotlin("1.3")*@ExperimentalUnsignedTypes@public fun UShortArray.fill(element: UShort, fromIndex: Int = 0, toIndex: Int = size): Unit {
    storage.fill(element.toShort(), fromIndex, toIndex)
}
```
Returns the range of valid indices for the array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the range of valid indices for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.indices: IntRange
    get() = storage.indices

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UIntArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val ULongArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns the last valid index for the array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline val UByteArray.lastIndex: Int
    get() = storage.lastIndex

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(element: UInt): UIntArray {
    return UIntArray(storage + element.toInt())
}

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.plus(element: ULong): ULongArray {
    return ULongArray(storage + element.toLong())
}

/**
 * Returns an array containing all elements of the original array and then the given
 * [element].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(element: UByte): UByteArray {
    return UByteArray(storage + element.toByte())
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(elements: Collection<UInt>): UIntArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toInt()
    return UIntArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongArray.plus(elements: Collection<ULong>): ULongArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toLong()
    return ULongArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UByteArray.plus(elements: Collection<UByte>): UByteArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toByte()
    return UByteArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UShortArray.plus(elements: Collection<UShort>): UShortArray {
    var index = size
    val result = storage.copyOf(size + elements.size)
    for (element in elements) result[index++] = element.toShort()
    return UShortArray(result)
}

/**
 * Returns an array containing all elements of the original array and then all elements
 * of the given [elements] collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntArray.plus(elements: UIntArray): UIntArray {
    return UIntArray(storage + elements.storage)
}
```

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Returns an array containing all elements of the original array and then all elements of the given [elements] array.

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly*\npublic inline operator fun ULongArray.plus(elements: ULongArray): ULongArray {
    return ULongArray(storage + elements.storage)
}

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly*\npublic inline operator fun UByteArray.plus(elements: UByteArray): UByteArray {
    return UByteArray(storage + elements.storage)
}

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly*\npublic inline operator fun UShortArray.plus(elements: UShortArray): UShortArray {
    return UShortArray(storage + elements.storage)
}

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly*\npublic fun UByteArray.sort(): Unit
    if (size > 1) sortArray(this)

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly*\npublic fun ULongArray.sort(): Unit
    if (size > 1) sortArray(this)

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly*\npublic fun UByteArray.toByteArray(): ByteArray
    return storage.copyOf()

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly*\npublic inline fun UIntArray.toIntArray(): IntArray
    return storage.copyOf()

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly*\npublic inline fun ULongArray.toLongArray(): LongArray
    return storage.copyOf()

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly*\npublic inline fun UShortArray.toShortArray(): ShortArray
    return storage.copyOf()

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly*\npublic fun UByteArray.sortArray(): Unit
    if (size > 1) sortArray(this)

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly*\npublic fun UShortArray.sortArray(): Unit
    if (size > 1) sortArray(this)

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly*\npublic fun UByteArray.toByteArray(): ByteArray
    return storage.copyOf()

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly*\npublic inline fun UByteArray.toUByteArray(): UByteArray
    return UByteArray(size) { index -> this[index] }

*\@SinceKotlin("1.3")@ExperimentalUnsignedTypes*\n@kotlin.internal.InlineOnly*\npublic fun UByteArray.copyOf(): ByteArray
    return storage.copyOf()
* Returns an array of type [UByteArray], which is a copy of this array where each element is an unsigned reinterpretation
* of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun ByteArray.toUByteArray(): UByteArray {
    return UByteArray(this.copyOf())
}
```

* Returns an array of type [UIntArray], which is a copy of this array where each element is an unsigned reinterpretation
* of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out UInt>.toUIntArray(): UIntArray {
    return UIntArray(size) { index -> this[index] }
}
```

* Returns an array of type [ULongArray], which is a copy of this array where each element is an unsigned reinterpretation
* of the corresponding element of this array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out ULong>.toULongArray(): ULongArray {
    return ULongArray(size) { index -> this[index] }
}
```

* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Array<out UByte>.toUByteArray(): UByteArray {
    return UByteArray(size) { index -> this[index] }
}
```

* Returns a single list of all elements yielded from results of [transform] function being invoked on each element of original array.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.flatMap(transform: (UByte) -> Iterable<R>): List<R> {
    return flatMapTo(ArrayList<R>(), transform)
}
```

* Appends all elements yielded from results of [transform] function being invoked on each element of original array, to the given [destination].

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun <R, C : MutableCollection<in R>> UIntArray.flatMapTo(destination: C, transform: (UInt) -> Iterable<R>): C {
    for (element in this) {
        val list = transform(element)
        destination.addAll(list)
    }
    return
```
destination

* Appends all elements yielded from results of [transform] function being invoked on each
element of original array, to the given [destination].

* Append all elements yielded from results of [transform] function being invoked on each
element of original array, to the given [destination].

*Append elements of the original array by the key returned by the given [keySelector]
function\n * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the
original array.\n * @sample samples.collections.Collections.Transformations.groupBy

*Append elements of the original array by the key returned by the given [keySelector]
function\n * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the
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original array.\n * @sample samples.collections.Collections.Transformations.groupBy

*Append elements of the original array by the key returned by the given [keySelector]
function\n * applied to each element and returns a map where each group key is associated with a list of
corresponding elements.\n * The returned map preserves the entry iteration order of the keys produced from the
original array.\n * @sample samples.collections.Collections.Transformations.groupBy

}
groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)

/**
 * Groups values returned by the [valueTransform] function applied to each element of the original array\n * by the key returned by the given [keySelector] function applied to the element\n * and returns a map where each group key is associated
 with a list of corresponding values.\n * The returned map preserves the entry iteration order of the keys
 produced from the original array.\n */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V> ULongArray.groupBy(keySelector: (ULong) -> K, valueTransform: (ULong) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups values
 returned by the 
 [valueTransform] function applied to each element of the original array
 * by the key returned by the given [keySelector] function applied to the element
 * and returns a map where each group key is associated
 with a list of corresponding values.\n * The returned map preserves the entry iteration order of the keys
 produced from the original array.\n */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, V> UByteArray.groupBy(keySelector: (UByte) -> K, valueTransform: (UByte) -> V): Map<K, List<V>> {
    return groupByTo(LinkedHashMap<K, MutableList<V>>(), keySelector, valueTransform)
}

/**
 * Groups elements
 of the original array by the key returned by the given
 [keySelector] function\n * applied to each element and puts to the
 [destination] map each group key associated with a list of corresponding elements.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<K, MutableList<UInt>>> UIntArray.groupByTo(destination: M, keySelector: (UInt) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UInt>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements
 of the original array by the key returned by the given
 [keySelector] function\n * applied to each element and puts to the
 [destination] map each group key associated with a list of corresponding elements.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<K, MutableList<ULong>>> ULongArray.groupByTo(destination: M, keySelector: (ULong) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<ULong>()
        }
        list.add(element)
    }
    return destination
}

/**
 * Groups elements
 of the original array by the key returned by the given
 [keySelector] function\n * applied to each element and puts to the
 [destination] map each group key associated with a list of corresponding elements.\n */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <K, M : MutableMap<K, MutableList<UByte>>> UByteArray.groupByTo(destination: M, keySelector: (UByte) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrPut(key) {
            ArrayList<UByte>()
        }
        list.add(element)
    }
    return destination
}

**
[destination] map

*\n* * @sample samples.collections.Collections.Transformations.groupby

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, M : MutableMap<K, MutableList<Short>> as UShortArrayinderedTo(destination: M, keySelector: (UShort) -> K): M {
    for (element in this) {
        val key = keySelector(element)
        val list = destination.getOrDefault(key) {
            ArrayList<UShort>()
        }
        list.add(element)
    }
    return destination
}

*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * @return The [destination] map

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
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*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\n@kotlin.internal.InlineOnly\n\npublic fun <K, V, M : MutableList<K>> on\n
*\n* * * * Groups values returned by the [valueSelector] function applied to each element of the original array\nThe by the key returned by the given [keySelector] function applied to the element\n* and puts to the [destination] map each group key associated with a list of corresponding values.
UByteArray.map(transform: (UByte) -> R): List<R> {
    return mapTo(ArrayList<R>(size),
    transform())
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element in the original array.
 * @param [transform] function that takes the index of an element and the element itself
 * and returns the result of the transform applied to the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.mapIndexed(transform: (Int, UByte) -> R): List<R> {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.mapIndexed(transform: (Int, UShort) -> R): List<R> {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.mapIndexed(transform: (Int, UByte) -> R): List<R> {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.mapIndexed(transform: (Int, ULong) -> R): List<R> {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Returns a list containing the results of applying the given [transform] function
 * to each element and its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.mapIndexed(transform: (Int, UShort) -> R): List<R> {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}
MutableCollection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (index: Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UShortArray.mapIndexedTo(destination: C, transform: (Int, UShort) -> R): C {
    var index = 0
    for (item in this)
        destination.add(transform(index++, item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UIntArray.mapTo(destination: C, transform: (UInt) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> ULongArray.mapTo(destination: C, transform: (ULong) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UByteArray.mapTo(destination: C, transform: (UByte) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Applies the given [transform] function to each element of the original array
 * and appends the results to the given [destination].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, C : MutableCollection<in R>> UShortArray.mapTo(destination: C, transform: (UShort) -> R): C {
    for (item in this)
        destination.add(transform(item))
    return destination
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.withIndex(): Iterable<IndexedValue<UInt>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.withIndex(): Iterable<IndexedValue<ULong>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.withIndex(): Iterable<IndexedValue<UByte>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns a lazy [Iterable] that wraps each element of the original array
 * into an [IndexedValue] containing the index of that element and the element itself.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.withIndex(): Iterable<IndexedValue<UShort>> {
    return IndexingIterable { iterator() }
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.all(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.all(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.all(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}

/**
 * Returns `true` if all elements match the given [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.all
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.all(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (!predicate(element)) return false
    return true
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if array has at least one element.
 * 
 * @sample samples.collections.Collections.Aggregates.any
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(): Boolean {
    return storage.any()
}

/**
 * Returns `true` if at least one element matches the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.any(predicate: (UInt) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.any(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.any(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns `true` if at least one element matches the given 
 * [predicate].
 * 
 * @sample samples.collections.Collections.Aggregates.anyWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.any(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return true
    return false
}

/**
 * Returns the number of elements matching the given 
 * [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.count(predicate: (UInt) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given 
 * [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.count(predicate: (ULong) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given 
 * [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.count(predicate: (UByte) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Returns the number of elements matching the given 
 * [predicate].
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.count(predicate: (UShort) -> Boolean): Int {
    var count = 0
    for (element in this) if (predicate(element)) ++count
    return count
}

/**
 * Accumulates value starting with 
 * [initial] value and 
 * applying 
 * [operation] from left to right to current accumulator value and each
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.fold(initial: R, operation: (acc: R, UInt) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting 
 * with 
 * [initial] value and 
 * applying 
 * [operation] from left to right to current accumulator value and each
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.fold(initial: R, operation: (acc: R, ULong) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with 
 * [initial] value and 
 * applying [operation] from left to right to current accumulator value and each
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with 
 * [initial] value and 
 * applying [operation] from left to right to current accumulator value and each
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}
fun <R> UByteArray.fold(initial: R, operation: (acc: R, UByte) -> R): R {
    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline

    var accumulator = initial
    for (element in this) accumulator = operation(accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline

fun <R> UIntArray.foldIndexed(initial: R, operation: (index: Int, acc: R, UInt) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline

fun <R> ULongArray.foldIndexed(initial: R, operation: (index: Int, acc: R, ULong) -> R): R {
    var index = 0
    var accumulator = initial
    for (element in this) accumulator = operation(index++, accumulator, element)
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline

fun <R> UIntArray.foldRight(initial: R, operation: (UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline

fun <R> ULongArray.foldRight(initial: R, operation: (ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline

fun <R> UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline

fun <R> UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline

fun <R> UByteArray.foldRight(initial: R, operation: (UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}
accumulator = initial while (index >= 0) {
    accumulator = operation(get(index--), accumulator)
}
return accumulator

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.foldRight(initial: R, operation: (UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.foldRightIndexed(initial: R, operation: (Int, UInt, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> ULongArray.foldRightIndexed(initial: R, operation: (Int, ULong, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UByteArray.foldRightIndexed(initial: R, operation: (Int, UByte, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with [initial] value and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UShortArray.foldRightIndexed(initial: R, operation: (Int, UShort, acc: R) -> R): R {
    var index = lastIndex
    var accumulator = initial
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.forEach(action: (UInt) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.forEach(action: (ULong) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.forEach(action: (UByte) -> Unit): Unit {
    for (element in this) action(element)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEachIndexed(action: (Int, UShort) -> Unit): Unit {
    for (index in this) action(index, get(index))
}
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.forEachIndexed(action: (index: Int, UInt) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.forEachIndexed(action: (index: Int, ULong) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.forEachIndexed(action: (index: Int, UByte) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Performs the given [action] on each element, providing sequential index with the element.
 * @param [action] function that takes the index of an element and the element itself
 * and performs the desired action on the element.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.forEachIndexed(action: (index: Int, UShort) -> Unit): Unit {
    var index = 0
    for (item in this)
        action(index++, item)
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.max(): UInt? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.max(): ULong? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.max(): UByte? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the largest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.max(): UShort? {
    if (isEmpty())
        return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (max < e) max = e
    }
    return max
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable> UIntArray.maxBy(selector: (UInt) -> R): UInt? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable> ULongArray.maxBy(selector: (ULong) -> R): ULong? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable> UByteArray.maxBy(selector: (UByte) -> R): UByte? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 * @sample samples.collections.Collections.Aggregates.maxBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable> UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    if (isEmpty())
        return null
    var maxElem = this[0]
    var lastIndex = this.lastIndex
    if (lastIndex == 0) return maxElem
    var maxValue = selector(maxElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}
```kotlin
selector(maxElem) for (i in 1..lastIndex) {
    val e = this[i]
    val v = selector(e)
    if (maxValue < v) {
        maxElem = e
        maxValue = v
    }
}

/**
 * Returns the first element yielding the largest value of the given function or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.maxBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var maxElem = this[0] val lastIndx = this.lastIndex
    if (lastIndx == 0) return maxElem
    var maxValue = selector(maxElem) for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (maxValue < v) {
            maxElem = e
            maxValue = v
        }
    }
    return maxElem
}

/**
 * Returns the first element yielding the largest value according to the provided [comparator] or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.maxWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var max = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(max, e) < 0) max = e
    }
    return max
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.min(): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}

/**
 * Returns the smallest element or `null` if there are no elements.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.min(): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (min > e) min = e
    }
    return min
}
```

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minElem = this[0]
val lastIndex = this.lastIndex

for (i in 1..lastIndex) {
    val e = this[i]
    val v = selector(e)
    if (minValue > v) {
        minElem = e
        minValue = v
    }
}

return minElem

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.minBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UByteArray.minBy(selector: (UByte) -> R): UByte? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element yielding the smallest value of the given function or `null` if there are no elements.
 * 
 * @sample samples.collections.Collections.Aggregates.minBy
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R : Comparable<R>> UShortArray.minBy(selector: (UShort) -> R): UShort? {
    if (isEmpty()) return null
    var minElem = this[0]
    val lastIndex = this.lastIndex
    if (lastIndex == 0) return minElem
    var minValue = selector(minElem)
    for (i in 1..lastIndex) {
        val e = this[i]
        val v = selector(e)
        if (minValue > v) {
            minElem = e
            minValue = v
        }
    }
    return minElem
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 *
 * @sample samples.collections.Collections.Aggregates.minWith
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UIntArray.minWith(comparator: Comparator<in UInt>): UInt? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 *
 * @sample samples.collections.Collections.Aggregates.minWith
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULongArray.minWith(comparator: Comparator<in ULong>): ULong? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 *
 * @sample samples.collections.Collections.Aggregates.minWith
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByteArray.minWith(comparator: Comparator<in UByte>): UByte? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns the first element having the smallest value according to the provided [comparator] or `null` if there are no elements.
 *
 * @sample samples.collections.Collections.Aggregates.minWith
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShortArray.minWith(comparator: Comparator<in UShort>): UShort? {
    if (isEmpty()) return null
    var min = this[0]
    for (i in 1..lastIndex) {
        val e = this[i]
        if (comparator.compare(min, e) > 0) min = e
    }
    return min
}

/**
 * Returns `true` if the array has no elements.
 *
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 *
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 *
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(): Boolean {
    return isEmpty()
}

/**
 * Returns `true` if the array has no elements.
 *
 * @sample samples.collections.Collections.Aggregates.none
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(): Boolean {
    return isEmpty()
}
false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.none(predicate: (ULong) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.none(predicate: (UByte) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Returns `true` if no elements match the given [predicate].
 * @sample samples.collections.Collections.Aggregates.noneWithPredicate
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.none(predicate: (UShort) -> Boolean): Boolean {
    for (element in this) if (predicate(element)) return false
    return true
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduce(operation: (acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduce(operation: (acc: ULong, ULong) -> ULong): ULong {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduce(operation: (acc: UByte, UByte) -> UByte): UByte {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduce
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): UInt {
    if (isEmpty())
        throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}

/**
 * Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.
 * @param [operation] function that takes the index of an element, current accumulator value and the element itself and calculates the

---

Open Source Used In DCNM 12.12.0(2) 10533
next accumulator value.

```kotlin
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceIndexed(operation: (Int, acc: ULong, ULong) -> ULong): ULong {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

```kotlin
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceIndexed(operation: (Int, acc: UByte, UByte) -> UByte): UByte {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element with its index in the original array.

```kotlin
@SinceKotlin("1.3")@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(index, accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.

```kotlin
@SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceOrNull(operation: (acc: UInt, UInt) -> UInt): UInt? {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.

```kotlin
@SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceOrNull(operation: (acc: ULong, ULong) -> ULong): ULong? {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.

```kotlin
@SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceOrNull(operation: (acc: UByte, UByte) -> UByte): UByte? {
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.

```kotlin
@SinceKotlin("1.3")@ExperimentalStdlibApi@ExperimentalUnsignedTypes@kotlin.internal.InlineOnly
    var accumulator = this[0]
    for (index in 1..lastIndex) {
        accumulator = operation(accumulator, this[index])
    }
    return accumulator
}
```

Accumulates value starting with the first element and applying [operation] from left to right to current accumulator value and each element. Returns null if the array is empty.
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRight(operation: (UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRight(operation: (ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRight(operation: (UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.reduceRight(operation: (UShort, acc: UShort) -> UShort): UShort {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightIndexed(operation: (index: Int, UInt, acc: UInt) -> UInt): UInt {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightIndexed(operation: (index: Int, ULong, acc: ULong) -> ULong): ULong {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightIndexed(operation: (index: Int, UByte, acc: UByte) -> UByte): UByte {
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left
to each element and current accumulator value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.")
    var accumulator = get(index--)
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator)
        --index
    }
    return accumulator
}
lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator = get(index--);
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator);
        --index;
    }
    return accumulator;
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element with its index in the original array and current accumulator value.
 * @param [operation] function that takes the index of an element, the element itself, and current accumulator value, and calculates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRight
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0) throw UnsupportedOperationException("Empty array can't be reduced.");
    var accumulator = get(index--);
    while (index >= 0) {
        accumulator = operation(index, get(index), accumulator);
        --index;
    }
    return accumulator;
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value. Returns null if the array is empty.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.reduceRightOrNull(operation: (UInt, acc: UInt) -> UInt): UInt? {
    var index = lastIndex
    if (index < 0) return null;
    var accumulator = get(index--);
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator);
    }
    return accumulator;
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.reduceRightOrNull(operation: (ULong, acc: ULong) -> ULong): ULong? {
    var index = lastIndex
    if (index < 0) return null;
    var accumulator = get(index--);
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator);
    }
    return accumulator;
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.reduceRightOrNull(operation: (UByte, acc: UByte) -> UByte): UByte? {
    var index = lastIndex
    if (index < 0) return null;
    var accumulator = get(index--);
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator);
    }
    return accumulator;
}

/**
 * Accumulates value starting with last element and applying [operation] from right to left to each element and current accumulator value.
 * @sample samples.collections.Collections.Aggregates.reduceRightOrNull
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    var index = lastIndex
    if (index < 0) return null;
    var accumulator = get(index--);
    while (index >= 0) {
        accumulator = operation(get(index--), accumulator);
    }
    return accumulator;
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value.
 * Note that `acc` value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
 * @param [operation] function that takes current accumulator value and an element, and generates the next accumulator value.
 * @sample samples.collections.Collections.Aggregates.scan
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R> UIntArray.scan(initial: R, operation: (acc: R, UInt) -> R): List<R> {
    if (isEmpty()) return listOf(initial);
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (element in this) {
        accumulator = operation(accumulator, element)
        result.add(accumulator)
    }
    return result
}

/*
 * Open Source Used In DCNM 12 12.0(2) 10536
 */
Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with [initial] value. Note that ‘acc’ value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list.
if (isEmpty()) return listOf(initial)
val result = ArrayList<R>(size + 1).apply { add(initial) }
var accumulator = initial
for (index in indices) {
    accumulator = operation(index, accumulator, this[index])
    result.add(accumulator)
}
return resultList

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
public inline fun <R> UByteArray.scanIndexed(initial: R, operation: (index: Int, acc: R, UByte) -> R): List<R> {
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
    if (isEmpty()) return listOf(initial)
    val result = ArrayList<R>(size + 1).apply { add(initial) }
    var accumulator = initial
    for (index in indices) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
public inline fun UIntArray.scanReduce(operation: (acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnl
public inline fun ULongArray.scanReduce(operation: (acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
public inline fun UByteArray.scanReduce(operation: (acc: UByte, UByte) -> UByte): List<UByte> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UByte>(size).apply {
        for (index in 1 until size) {
            accumulator = operation(accumulator, this[index])
            result.add(accumulator)
        }
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element and current accumulator value that starts with the first element of this array.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes current accumulator value and an element, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scanReduce\n */
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply {
        for (index in 1 until size) {
            accumulator = operation(accumulator, this[index])
            result.add(accumulator)
        }
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scanReduce\n */
public inline fun UIntArray.scanReduceIndexed(operation: (index: Int, acc: UInt, UInt) -> UInt): List<UInt> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UInt>(size).apply {
        for (index in 1 until size) {
            accumulator = operation(index, accumulator, this[index])
            result.add(accumulator)
        }
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scanReduce\n */
public inline fun ULongArray.scanReduceIndexed(operation: (index: Int, acc: ULong, ULong) -> ULong): List<ULong> {
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<ULong>(size).apply {
        for (index in 1 until size) {
            accumulator = operation(index, accumulator, this[index])
            result.add(accumulator)
        }
    }
    return result
}

/**
 * Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array.\n * Note that `acc` value passed to [operation] function should not be mutated;\n * otherwise it would affect the previous value in resulting list.\n * @param [operation] function that takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value.\n * @sample samples.collections.Collections.Aggregates.scanReduce\n */

Returns a list containing successive accumulation values generated by applying [operation] from left to right to each element, its index in the original array and current accumulator value that starts with the first element of this array. We note that 'acc' value passed to [operation] function should not be mutated; otherwise it would affect the previous value in resulting list. The [operation] function takes the index of an element, current accumulator value and the element itself, and calculates the next accumulator value. The returned list has length of the shortest collection.

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    if (isEmpty()) return emptyList()
    var accumulator = this[0]
    val result = ArrayList<UShort>(size).apply { add(accumulator) }
    for (index in 1 until size) {
        accumulator = operation(index, accumulator, this[index])
        result.add(accumulator)
    }
    return result
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumBy(selector: (UInt) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumBy(selector: (ULong) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumBy(selector: (UByte) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumBy(selector: (UShort) -> UInt): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.sumByDouble(selector: (UInt) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.sumByDouble(selector: (ULong) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.sumByDouble(selector: (UByte) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.sumByDouble(selector: (UShort) -> Double): Double {
    var sum: Double = 0.0
    for (element in this) {
        sum += selector(element)
    }
    return sum
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.zip(other: Array<out R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.zipDouble(other: Array<out R>): List<Pair<UShort, R>> {
    return zipDouble(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.zipDouble(other: Array<out R>): List<Pair<UByte, R>> {
    return zipDouble(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.zipDouble(other: Array<out R>): List<Pair<UShort, R>> {
    return zipDouble(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntArray.zipDouble(other: Array<out R>): List<Pair<UInt, R>> {
    return zipDouble(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongArray.zipDouble(other: Array<out R>): List<Pair<ULong, R>> {
    return zipDouble(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UByteArray.zipDouble(other: Array<out R>): List<Pair<UByte, R>> {
    return zipDouble(other) { t1, t2 -> t1 to t2 }
}
```

```kotlin
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UShortArray.zipDouble(other: Array<out R>): List<Pair<UShort, R>> {
    return zipDouble(other) { t1, t2 -> t1 to t2 }
}
```
collection\n
/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun <R> UIntArray.zip(other: Iterable<R>): List<Pair<UInt, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun <R> ULongArray.zip(other: Iterable<R>): List<Pair<ULong, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun <R> UByteArray.zip(other: Iterable<R>): List<Pair<UByte, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of pairs built from the elements of `this` collection and [other] array with the same index.
 * The returned list has length of the shortest collection.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
public infix fun <R> UShortArray.zip(other: Iterable<R>): List<Pair<UShort, R>> {
    return zip(other) { t1, t2 -> t1 to t2 }
}

/**
 * Returns a list of values built from the elements of `this` collection and [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> UIntArray.zip(other: Array<out R>, transform: (a: UInt, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` collection and [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> ULongArray.zip(other: Array<out R>, transform: (a: ULong, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` collection and [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun <R, V> UByteArray.zip(other: Array<out R>, transform: (a: UByte, b: R) -> V): List<V> {
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}

/**
 * Returns a list of values built from the elements of `this` collection and [other] array with the same index
 * using the provided [transform] function applied to each pair of elements.
 */
@SinceKotlin("1.3")@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    val size = minOf(size, other.size)
    val list = ArrayList<V>(size)
    for (i in 0 until size) {
        list.add(transform(this[i], other[i]))
    }
    return list
}
the shortest collection.

```kotlin
*\@SinceKotlin("1.3.1")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <R, V> UIntArray.zip(other: \@Experimental<R>, transform: (a: UInt, b: R) -&gt; V): List&lt;V&gt; {\n    \n    return list(transform(thi\n    s[i++], element))\n}\n\nreturn list()\n\n\nReturns a list of values built from the elements of `this` array and the [other] collection with the same index.\n* The returned list has length of the shortest collection.\n* * @sample samples.collections.\n\n\n\n*\@SinceKotlin("1.3.1")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <R, V> ULongArray.zip(other: \@Experimental<R>, transform: (a: ULong, b: R) -&gt; V): List&lt;V&gt; {\n    \n    return list(transform(thi\n    s[i++], element))\n}\n\nreturn list()\n\n\nReturns a list of values built from the elements of `this` array and the [other] collection with the same index.\n* The returned list has length of the shortest collection.\n* * @sample samples.collections.\n\n\n\n*\@SinceKotlin("1.3.1")*\@ExperimentalUnsignedTypes\@kotlin.internal.InlineOnly\public inline fun <R, V> UBytea

```
from the elements of `this` array and the other array with the same index. The returned list has length of the shortest collection.

* The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array.

* The returned list has length of the shortest array. * The returned list has length of the shortest array.

* The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array. * The returned list has length of the shortest array.
the array.
*/
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline
fun UByteArray.sum(): UInt {
    return sumBy { it.toUInt() }
}

/**
 * Returns the sum of all elements in the
 * array.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline
fun UShortArray.sum(): ULong {
    return sumBy { it.toULong() }
}

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 * and Kotlin Programming Language contributors.
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 * that can be found in the license/LICENSE.txt file.

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

package kotlin.collections

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

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

/**
 * Returns an array of UByte containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun Collection<UByte>.toUByteArray(): UByteArray {
    val result = UByteArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UInt containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun Collection<UInt>.toUIntArray(): UIntArray {
    val result = UIntArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of ULong containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun Collection<ULong>.toULongArray(): ULongArray {
    val result = ULongArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns an array of UShort containing all of the
 * elements of this collection.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun Collection<UShort>.toUShortArray(): UShortArray {
    val result = UShortArray(size)
    var index = 0
    for (element in this)
        result[index++] = element
    return result
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun Iterable<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun Iterable<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun Iterable<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the collection.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun Iterable<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

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 * that can be found in the license/LICENSE.txt file.

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

package kotlin.comparisons

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

import kotlin.random *

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun maxOf(a: UInt, b: UInt): UInt {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun maxOf(a: ULong, b: ULong): ULong {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun maxOf(a: UByte, b: UByte): UByte {
    return if (a >= b) a else b
}

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public fun maxOf(a: UShort, b: UShort): UShort {
    return if (a >= b) a else b
}

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

package kotlin.comparisons

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

import kotlin.random *

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@public inline fun
```kotlin
maxOf(a: UInt, b: UInt, c: UInt): UInt {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public inline fun maxOf(a: UByte, b: UByte, c: UByte): UByte {
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the greater of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
    return maxOf(a, maxOf(b, c))
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UInt, b: UInt): UInt {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: ULong, b: ULong): ULong {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UByte, b: UByte): UByte {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun minOf(a: UShort, b: UShort): UShort {
    return if (a <= b) a else b
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UInt, b: UInt, c: UInt): UInt {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: ULong, b: ULong, c: ULong): ULong {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun minOf(a: UByte, b: UByte, c: UByte): UByte {
    return minOf(a, minOf(b, c))
}

/**
 * Returns the smaller of three values.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
    return minOf(a, minOf(b, c))
}

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 */

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

package kotlin.ranges

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

import kotlin.random.*

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.random(): UInt {
    return random(Random)
}

/**
 * Returns a random element from this range.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.random(): ULong {
    return random(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UIntRange.random(random: Random): UInt {
    return random.nextUInt(this)
}

/**
 * Returns a random element from this range using the specified source of randomness.
 * 
 * @throws IllegalArgumentException if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.random(random: Random): ULong {
    return random.nextULong(this)
}

/*
 * Open Source Used in DCNM 12.12.0(2) 10545
 */
public inline fun ULongRange.randomOrNull(): ULong? {
    return randomOrNull(Random)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun ULongRange.randomOrNull(random: Random): ULong? {
    if (isEmpty())
        return null
    return random.nextULong(this)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
public fun UIntRange.randomOrNull(random: Random): UInt? {
    if (isEmpty())
        return null
    return random.nextInt(this)
}

/**
 * Returns a random element from this range using the specified source of randomness, or `null` if this range is empty.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
public fun ULongRange.randomOrNull(random: Random): ULong? {
    if (isEmpty())
        return null
    return random.nextULong(this)
}

/**
 * Returns `true` if this range contains the specified [element], or `false` if it is `null`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun UIntRange.contains(element: UInt?): Boolean {
    return element != null && contains(element)
}

/**
 * Returns `true` if this range contains the specified [element], or `false` if it is `null`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline operator fun ULongRange.contains(element: ULong?): Boolean {
    return element != null && contains(element)
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UByte): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UByte): Boolean {
    return contains(value.toULong())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun UIntRange.contains(value: UShort): Boolean {
    return contains(value.toUInt())
}

/**
 * Checks if the specified [value] belongs to this range.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public operator fun ULongRange.contains(value: UShort): Boolean {
    return contains(value.toULong())
}

/**
 * Returns a progression from this range down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * Returns an empty progression if the [to] value is greater than `this` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UByte.downTo(to: UByte): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}

/**
 * Returns a progression from this range down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * Returns an empty progression if the [to] value is greater than `this` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UInt.downTo(to: UInt): UIntProgression {
    return UIntProgression.fromClosedRange(this, to, -1)
}

/**
 * Returns a progression from this range down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * Returns an empty progression if the [to] value is greater than `this` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun ULong.downTo(to: ULong): ULongProgression {
    return ULongProgression.fromClosedRange(this, to, -1L)
}

/**
 * Returns a progression from this range down to the specified [to] value with the step -1.
 * The [to] value should be less than or equal to `this` value.
 * Returns an empty progression if the [to] value is greater than `this` value.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public infix fun UShort.downTo(to: UShort): UIntProgression {
    return UIntProgression.fromClosedRange(this.toUInt(), to.toUInt(), -1)
}

/**
 * Returns a progression that goes over the same range in the opposite direction with the same step.
 */
Open Source Used In DCNM 12 12.0(2) 10547
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtMost(maximumValue: UInt):
    UInt {
        return if (this > maximumValue) maximumValue else this
    }

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceAtMostUnsigned(maximumValue: UInt):
    UInt {
        return if (this > maximumValue) maximumValue else this
    }

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceAtMost(maximumValue: ULong): ULong {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value is not greater than the specified [maximumValue].
 * @return this value if it's less than or equal to the [maximumValue] or the [maximumValue] otherwise.
 * @sample samples.comparisons.ComparableOps.coerceAtMostUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceAtMost(maximumValue: UByte): UByte {
    return if (this > maximumValue) maximumValue else this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UInt.coerceIn(minimumValue: UInt, maximumValue: UInt): UInt {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun ULong.coerceIn(minimumValue: ULong, maximumValue: ULong): ULong {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UByte.coerceIn(minimumValue: UByte, maximumValue: UByte): UByte {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}

/**
 * Ensures that this value lies in the specified range [minimumValue]..[maximumValue].
 * @return this value if it's in the range, or [minimumValue] if this value is less than [minimumValue], or [maximumValue] if this value is greater than [maximumValue].
 * @sample samples.comparisons.ComparableOps.coerceInUnsigned
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun UShort.coerceIn(minimumValue: UShort, maximumValue: UShort): UShort {
    if (minimumValue > maximumValue) throw IllegalArgumentException("Cannot coerce value to an empty range: maximum $maximumValue is less than minimum $minimumValue.")
    if (this < minimumValue) return minimumValue
    if (this > maximumValue) return maximumValue
    return this
}
minimum $minimumValue
return minimumValue
if (this > maximumValue)
return maximumValue
return this

* Ensures that this value lies in the specified [range].
* @return this value if it's in the [range], or 'range.start' if this value is less than 'range.start', or 'range.endInclusive' if this value is greater than 'range.endInclusive'.

samples.comparisons.ComparableOps.coerceInUnsigned

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 */

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

package kotlin.sequences

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

import kotlin.random.*

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUInt")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UInt>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfULong")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<ULong>.sum(): ULong {
    var sum: ULong = 0uL
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUByte")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UByte>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}

/**
 * Returns the sum of all elements in the sequence.
 * The operation is _terminal_.
 */
@kotlin.jvm.JvmName("sumOfUShort")
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Sequence<UShort>.sum(): UInt {
    var sum: UInt = 0u
    for (element in this) {
        sum += element
    }
    return sum
}
A generic collection of elements. Methods in this interface support only read-only access to the collection. *read/write access is supported through the MutableList interface.*

@override fun iterator(): MutableListIterator<T> * @param E the type of elements contained in the collection. The collection is covariant on its element type.

// Query Operations
override fun size(): Int * @param E the type of elements contained in the collection. The collection is covariant on its element type.

// Positional Access Operations
override fun get(index: Int): E * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// Search Operations
override fun indexOf(element: @UnsafeVariance E): Int * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// Last Index Operations
override fun lastIndexOf(element: @UnsafeVariance E): Int * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// List Operations
override fun contains(element: @UnsafeVariance E): Boolean * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// List Add/Remove Operations
override fun add(element: E): Boolean * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// List Modification Operations
override fun remove(element: E): Boolean * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// List Contains Operations
override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// List Collection Operations
override fun listIterator(): ListIterator<E> * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// List Sublist Operations
override fun subList(fromIndex: Int, toIndex: Int): List<E> * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// List Search Operations
override fun contains(element: @UnsafeVariance E): Boolean * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// Collection Operations
override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// Collection Add/Remove Operations
override fun add(element: E): Boolean * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// Collection Modification Operations
override fun remove(element: E): Boolean * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// Collection Contains Operations
override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// Collection Collection Operations
override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// Collection Add/Remove Operations
override fun add(element: E): Boolean * @Param E the type of elements contained in the collection. The collection is covariant on its element type.

// Collection Modification Operations
override fun remove(element: E): Boolean * @Param E the type of elements contained in the collection. The collection is covariant on its element type.
* Returns a read-only [Collection] of all values in this map. Note that this collection may contain duplicate values.

    * An public val values: Collection<V>/*
     * Returns a read-only [Set] of all key/value pairs in this map.
    * An public val entries: Set<Map.Entry<K, V>>/*
     * Represents a key/value pair held by a [Map].

    * An public interface Entry outs K, out V: {in /*}
     * Returns the key of this key/value pair.
    * An public fun put(key: K, value: V): V?/*
     * Removes the value of this key/value pair.
    * An public val value: V?/*
     * A modifiable collection that holds pairs of objects (keys and values) and supports efficiently retrieving the value corresponding to each key. Map keys are unique; the map holds only one value for each key.

    * @param K the type of key maps. The map is invariant on its key type.
    * @param V the type of map values. The mutable map is invariant on its value type.

    * An public interface MutableMap<K, V>: Map<K, V> /*
     * // Modification Operations
    * /*
     * Associates the specified [value] with the specified [key] in the map.
    * /*
     * * @return the previous value associated with the key, or `null` if the key was not present in the map.
    * /*
     * public fun put(key: K, value: V): V?/*
     * @return the value of this key/value pair.
    * /*
     * An public val value: V?/*
     * * @param K the type of key maps. The map is invariant on its key type.
    * /*
     * An public val values: Collection<V>/*
     * * @param V the type of map values. The mutable map is invariant on its value type.
    * /*
     * An public interface MutableMap<K, V>: Map<K, V> /*
     * // Modification Operations
    * /*
     * Associates the specified [value] with the specified [key] in the map.
    * /*
     * * @return the previous value associated with the key, or `null` if the key was not present in the map.
    * /*
     * public fun put(key: K, value: V): V?/*
     * @return the value of this key/value pair.
    * /*
     * An public val value: V?/*
     * * @param K the type of key maps. The map is invariant on its key type.
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     * An public val values: Collection<V>/*
     * * @param V the type of map values. The mutable map is invariant on its value type.
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     * An public interface MutableMap<K, V>: Map<K, V> /*
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    * /*
     * Associates the specified [value] with the specified [key] in the map.
    * /*
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     * @return the value of this key/value pair.
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     * An public val value: V?/*
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    * /*
     * An public val values: Collection<V>/*
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    * /*
     * * @return the previous value associated with the key, or `null` if the key was not present in the map.
    * /*
     * public fun put(key: K, value: V): V?/*
     * @return the value of this key/value pair.
    * /*
     * An public val value: V?/*
     * * @param K the type of key maps. The map is invariant on its key type.
    * /*
     * An public val values: Collection<V>/*
     * * @param V the type of map values. The mutable map is invariant on its value type.
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nextBoolean(): Boolean\n
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DO NOT EDIT!
*ân public val first: Int = start
  /**
   * The last element in the progression.
   */
  public val last: Int = getProgressionLastElement(start, toInt(), endInclusive.toInt(), step).toInt() // The step of the progression.

  /**
   * public val step: Int = step
   */
  override fun override fun iterator(): IntIterator = IntProgressionIterator(first, last, step.toInt())
  
  /** Checks if the progression is empty. */
  public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

  override fun equals(other: Any?): Boolean =
    other is IntProgression && (isEmpty() && other.isEmpty() ||
      first == other.first && last == other.last &&
      step == other.step)
  
  override fun hashCode(): Int =
    if (isEmpty()) -1 else (31 * (31 * first + last) + step).toInt()

  override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

  companion object {
    /**
     * Creates IntProgression within the specified bounds of a closed range.
     */
    public fun fromClosedRange(rangeStart: Int, rangeEnd: Int, step: Int): IntProgression = IntProgression(rangeStart, rangeEnd, step.toInt())
  }

  /**
   * A progression of values of type `Long`. *ân
   */
  public open class LongProgression

    internal constructor
        (start: Long, endInclusive: Long, step: Long)
        : Iterable<Long> {
    init {
        if (step == 0L) throw IllegalArgumentException("Step must be non-zero.")
        if (step == Long.MIN_VALUE) throw IllegalArgumentException("Step must be greater than Long.MIN_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val first: Long = start

    /**
     * The last element in the progression.
     */
    public val last: Long = getProgressionLastElement(start.toLong(), endInclusive.toLong(), step).toLong()

    /**
     * The step of the progression.
     */
    public val step: Long = step

    override fun iterator(): LongIterator = LongProgressionIterator(first, last, step)

    /** Checks if the progression is empty. */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is LongProgression && (isEmpty() && other.isEmpty() ||
          first == other.first && last == other.last &&
          step == other.step)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * (first xor (first ushr 32)) + (last xor (last ushr 32))) + (step xor (step ushr 32))).toInt()

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
      /**
       * Creates LongProgression within the specified bounds of a closed range.
       */
      public fun fromClosedRange(rangeStart: Long, rangeEnd: Long, step: Long): LongProgression = LongProgression(rangeStart, rangeEnd, step)
    }

    // Open Source Used In DCNM 12 12.0(2) 10554
fun toString() = "kotlin.Unit\"n\"\"n\n * Copyright 2010-2015 JetBrains s.r.o. * Licensed under the Apache License, Version 2.0 (the "License"); you may not use this file except in compliance with the License. * You may obtain a copy of the License at http://www.apache.org/licenses/LICENSE-2.0 * Unless required by applicable law or agreed to in writing, software distributed under the License is distributed on an "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, express or implied. * See the License for the specific language governing permissions and limitations under the License.

package kotlin.annotation

import kotlin.annotation.AnnotationTarget.

/**
 * Contains the list of code elements which are the possible annotation targets
 * Class, interface or object, annotation class is also included
 * Generic type parameter (unsupported yet)
 * Property
 * Field, including property's backing field
 * Local variable
 * Value parameter of a function or a constructor
 * Function (constructors are not included)
 * Property getter only
 * Property setter only
 * Type usage
 * Any expression
 * File
 * Type alias
 * Determines how an annotation is stored in binary output
 * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation
 * If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements:
 * CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER,
 * Annotation isn't stored in binary output
 * Annotation is stored in binary output and visible for reflection (default retention)
 * Annotation is stored in binary output and visible for reflection
 * Annotation is stored in binary output, but invisible for reflection
 * Annotation is stored in binary output and visible for reflection (default retention)
 * Annotation is not stored in binary output
 * Annotation is stored in binary output and visible for reflection
 * Annotation is stored in binary output and visible for reflection (default retention)
 * Annotation is stored in binary output, but invisible for reflection
 * By default, both are true.
 * @property value necessary annotation retention (RUNTIME, BINARY or SOURCE)
 * This meta-annotation indicates the kinds of code elements which are possible targets of an annotation
 * If the target meta-annotation is not present on an annotation declaration, the annotation is applicable to the following elements:
 * CLASS, PROPERTY, FIELD, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER,
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"java/util/Map.remove(Ljava/lang/Object;Ljava/lang/Object;)Z" is defined in JDK (i.e. for major versions >= 8)

*/
@Target(AnnotationTarget.FUNCTION)
@Retention(AnnotationRetention.BINARY)
internal annotation
class PlatformDependent

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the
 * LICENSE.text file.
 */
package kotlin.internal

// a mod b (in arithmetical sense)
private fun mod(a: Int, b: Int): Int {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

private fun mod(a: Long, b: Long): Long {
    val mod = a % b
    return if (mod >= 0) mod else mod + b
}

// (a - b) mod c
private fun differenceModulo(a: Int, b: Int, c: Int): Int {
    return mod(mod(a, c) - mod(b, c), c)
}

private fun differenceModulo(a: Long, b: Long, c: Long): Long {
    return mod(mod(a, c) - mod(b, c), c)
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range
 * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative
 * [step].
 * No validation on passed parameters is performed. The given parameters should satisfy the condition:
 * either `step > 0` and `start <= end`, or `step < 0` and `start >= end`.  
 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @param finish true if the progression is finished, false otherwise
 * @return the final element of the progression
 */
@PublishedApi
internal fun getProgressionLastElement(start: Int, end: Int, step: Int): Int = when
{
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range
 * from [start] to [end] in case of a positive [step], or from [end] to [start] in case of a negative
 * [step].
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 * @param start first element of the progression
 * @param end ending bound for the progression
 * @param step increment, or difference of successive elements in the progression
 * @param finish true if the progression is finished, false otherwise
 * @return the final element of the progression
 */
@PublishedApi
internal fun getProgressionLastElement(start: Long, end: Long, step: Long): Long = when
{
    step > 0 -> if (start >= end) end else end - differenceModulo(end, start, step)
    step < 0 -> if (start <= end) end else end + differenceModulo(start, end, step)
    else -> throw kotlin.IllegalArgumentException("Step is zero.")
}

/*
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 */

package kotlin.reflect

/**
 * Represents a parameter passed to a function or a property getter/setter,
 * including `this` and extension receiver parameters.
 */
public interface KParameter : KAnnotatedElement {
    /**
     * 0-based index of this parameter in the parameter list of its containing callable.
     */
    public val index: Int

    /**
     * Name of this parameter as it was declared in the source code,
     * or `null` if the parameter has no name or its name is not available at runtime.
     * Examples of nameless parameters include `this` instance for member functions,
     * extension receiver for extension functions or properties, parameters of Java methods
     * compiled without the debug information, and others.
     */
    public val name: String?

    /**
     * Type of this parameter. For a `vararg` parameter, this is the type of the corresponding array.
     */
    public val type: KType

    /**
     * Kind of this parameter.
     */
    public enum class Kind {
        INSTANCE,  
        EXTENSION_RECEIVER,  
        VALUE,  
        INSTANCE
    }

    /**
     * Kind represents a particular position of the parameter declaration in the source code,
     * such as an instance, an extension receiver parameter or a value parameter.
     */
    public val kind: Kind

    /**
     * Represents a parameter passed to a function or a property getter/setter,
     * including `this` and extension receiver parameters.
     */
    public val public val index: Int

    /**
     * True if this parameter is optional and can be omitted when
making a call via [KCallable.callBy], or 'false' otherwise.
* A parameter is optional in any of the two cases:
  * 1. The default value is provided at the declaration of this parameter.
  * 2. The parameter is declared in a member function and one of the corresponding parameters in the super functions is optional.
* `isOptional: Boolean` /* A true if this parameter is 'vararg'. See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/functions.html#variable-number-of-arguments-varargs) for more information. */

`public val isVararg: Boolean` /* Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors. Use of this source code is governed by the Apache 2.0 license that can be found in the LICENSE.txt file. */

`data class KTypeProjection constructor(
    `/**
    * The type specified in the projection, or `null` if this is a star projection.
    */
    public val type: KType?
)

`@SinceKotlin("1.1")` /**
 * Represents a type projection. Type projection is usually the argument to another type in a specific type plus optional variance. See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#type-projections) for more information. */

`public data class KTypeProjection constructor(
    `/**
    * Star projection, denoted by the `*` character.
    */
    public val type: KType?
) {
    public companion object {
        `/**
         * Star projection, denoted by the `*` character.
         * For example, in the type `KClass<*>`, `*` is the star projection.
         * See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/generics.html#star-projections) for more information.
         */
        public val STAR: KTypeProjection = KTypeProjection(null, null)

        `/**
         * Creates a covariant projection of a given type, denoted by the `out` modifier applied to a type.
         * For example, in the type `Array<out Number>` the only type argument is `out Number`.
         * In case this type is based on an inner class, the returned list contains the type arguments provided for the innermost class first, then its outer class, and so on.
         * For example, in the type `Outer<A, B>.Inner<C, D>` the returned list is `[C, D, A, B]`.
         */
        public fun covariant(type: KType): KTypeProjection =
                KTypeProjection(KVariance.OUT, type)

        `/**
         * Creates a invariant projection of a given type. Invariant projection is just the type itself, without any use-site variance modifiers applied to it. For example, in the type `mutableList<in Number>` `in Number` is a contravariant projection of the type of class `Number`.
         */
        public fun invariant(type: KType): KTypeProjection =
                KTypeProjection(KVariance.INVARIANT, type)

        `/**
         * The use-site variance specified in the projection, or `null` if this is a star projection.
         */
        public val variance: KVariance?
    }
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* Represents variance applied to a type parameter on the declaration site (*declaration-site variance*), or to a type in a projection (*use-site variance*).

* The affected type parameter or type is *invariant*, which means it has no variance applied to it.

* The affected type parameter or type is *contravariant*.

* The affected type parameter or type is *covariant*.

* Denoted by the \`in\` modifier in the source code.

* Denoted by the \`out\` modifier in the source code.

* Visibility is an aspect of a Kotlin declaration regulating where that declaration is accessible in the source code.

* Visibility can be changed with one of the following modifiers: `public`, `protected`, `internal`, `private`.

* Note that some Java visibilities such as package-private and protected (which also gives access to items from the same package) cannot be represented in Kotlin, so there's no [KVisibility] value corresponding to them.

* See the [Kotlin language documentation](https://kotlinlang.org/docs/reference/visibility-modifiers.html) for more information.

* Enum class

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arr = args[i].asDynamic()
for (j in 0 until arr.length) {
   result[size++] = arr[j]
}

return result

@JsName("booleanArrayOf")
internal fun booleanArrayOf() =
   withType("BooleanArray", js("[].slice.call(arguments)"))

@JsName("charArrayOf") // The arguments have to be slice'd here because of Rhino (see KT-16974)
internal fun charArrayOf() =
   withType("CharArray", js("new Uint16Array([].slice.call(arguments))"))

@JsName("longArrayOf")
internal fun longArrayOf() =
   withType("LongArray", js("[].slice.call(arguments)"))

internal fun fillFrom(src: dynamic, dst: dynamic): dynamic {
   val srcLen: Int = src.length
   val dstLen: Int = dst.length
   var index: Int = 0
   while (index < srcLen && index < dstLen) dst[index++] = src[index++]
   return dst
}

internal fun arrayCopyResize(source: dynamic, newSize: Int, defaultValue: Any?): dynamic {
   val result = source.slice(0, newSize)
   copyArrayType(source, result)
   var index: Int = source.length
   if (newSize > index) {
      result.length = newSize
      while (index < newSize) result[index++] = defaultValue
   }
   return result
}

internal fun <T> arrayPlusCollection(array: dynamic, collection: Collection<T>): dynamic {
   var result = array.slice()?
   result.length += collection.size
   copyArrayType(array, result)
   var index:
   Int = array.length
   for (element in collection) result[index++] = element
   return result
}

internal inline fun copyArrayType(from: dynamic, to: dynamic) {
   if (from.`$type$` !== undefined) {
      to.`$type$` = from.`$type$`
   }
}

internal inline fun jsIsType(obj: dynamic, jsClass: dynamic) = js("Kotlin").isType(obj, jsClass)
"Success($value)"

    // companion with constructors

    /**
     * Companion object for [Result] class that contains its constructor functions
     * [success] and [failure].
     */
    public companion object {

        /**
         * Returns an instance that encapsulates the given [value] as successful value.
         */
        public inline fun <T> success(value: T): Result<T> =
            Result(value)

        /**
         * Returns an instance that encapsulates the given [Throwable] [exception] as failure.
         */
        public inline fun <T> failure(exception: Throwable): Result<T> =
            Result(createFailure(exception))

        internal class Failure(
            @JvmField
            val exception: Throwable
        ) : Serializable {
            override

                fun equals(other: Any?): Boolean = other is Failure && exception == other.exception

                override fun

                        hashCode(): Int = exception.hashCode()

                override fun

                        toString(): String = "Failure($exception)"

        }

    }

/**
 * Creates an instance of internal marker [Result.Failure] class to keep it
 * from being exposed in ABI.
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun createFailure(exception: Throwable):

    Any =
        Result.Failure(exception)

/**
 * Throws exception if the result is failure. This internal function
 * minimizes inlined bytecode for [getOrThrow] and makes sure that in the future we can't
 * add some exception-augmenting logic here (if needed).
 */
@PublishedApi
@SinceKotlin("1.3")
internal fun

    Result<*>.throwOnFailure() {
        if (value is Result.Failure) throw value.exception
    }

/**
 * Calls the specified function [block] and returns its encapsulated result if invocation was successful,
 * catching any [Throwable] exception that was thrown from the [block] function execution and encapsulating it as a failure.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R> runCatching(block: () -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e: Throwable) {
        Result.failure(e)
    }
}

/**
 * Calls the specified function [block] with `this` value as its receiver and returns its encapsulated result if invocation
 * was successful, catching any [Throwable] exception that was thrown from that [block] function execution and
 * encapsulating it as a failure.
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <T, R>

    T.runCatching(block: T.() -> R): Result<R> {
    return try {
        Result.success(block())
    } catch (e:

        Throwable) {
        Result.failure(e)
    }
}

/**
 * Returns the encapsulated value if this instance represents [success]
 * [Result.isSuccess] or throws the encapsulated [Throwable] exception
 * if it is [failure][Result.isFailure].
 * This function is a shorthand for `getOrElse { throw it }` (see [getOrElse]).
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T : R> Result<T>.getOrThrow(): R {
    throwOnFailure()
    return value as T
}

/**
 * Returns the encapsulated value if this instance represents
 * [success][Result.isSuccess] or the
 * result of [onFailure] function for the encapsulated [Throwable] exception if it is [failure][Result.isFailure].
 * This function is a shorthand for `getOrElse { onFailure }` (see [getOrElse]).
 */
@InlineOnly
@SinceKotlin("1.3")
public inline fun <R, T> Result<T>.fold(
    onSuccess: (value: T) -> R,
    onFailure: (exception: Throwable) -> R
): R {
    contract {
        callsInPlace(onSuccess, InvocationKind.AT_MOST_ONCE)
        callsInPlace(onFailure, InvocationKind.AT_MOST_ONCE)
    }
    return when (val exception = exceptionOrNull()) {
        null -> onSuccess(value as T)
        else -> onFailure(exception)
    }
}
the original encapsulated [Throwable] exception if it is [failure][Result.isFailure].
* Note, that this function rethrows any [Throwable] exception thrown by [transform] function.
* See [mapCatching] for an alternative that encapsulates exceptions.
* @InLineOnly@SinceKotlin("1.3")@n
Result<T>.map(transform: (value: T) -> R): Result<R> {\n    contract {\n        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)\n    }\n    return when {\n        isSuccess -> Result.success(transform(value as T))\n        else -> Result(value)\n    }\n} Result<T>.mapCatching(transform: (value: T) -> R): Result<R> {\n    contract {\n        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)\n    }\n    return when {\n        isSuccess -> Result.success(transform(value))\n        else -> Result(value)\n    }\n} Result<T>.recover(transform: (exception: Throwable) -> R): Result<R> {\n    contract {\n        callsInPlace(transform, InvocationKind.AT_MOST_ONCE)\n    }\n    return when (exception = exceptionOrNull()) {\n        null -> this\n        else -> Result.success(transform(exception))\n    }\n} Result<T>.onFailure(action: (exception: Throwable) -> Unit): Result<T> \n    {\n        contract {\n            callsInPlace(action, InvocationKind.AT_MOST_ONCE)\n        }\n        exceptionOrNull()?.let { action(it) }\n        return this\n    } Result<T>.onSuccess(action: (value: T) -> Unit): Result<T> \n    {\n        contract {\n            callsInPlace(action, InvocationKind.AT_MOST_ONCE)\n        }\n        if (isSuccess) action(value as T)\n        return this\n    }
[

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 */

/**
 * Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the last suspension point.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation<T>.resume(value: T): Unit =
    resumeWith(Result.success(value))

/**
 * Resumes the execution of the corresponding coroutine so that the [exception] is re-thrown right after the last suspension point.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation<T>.resumeWithException(exception: Throwable): Unit =
    resumeWith(Result.failure(exception))

/**
 * Creates a [Continuation] instance with the given [context] and implementation of [resumeWith] method.
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun <T> Continuation(
    context: CoroutineContext,
    crossinline resumeWith: (Result<T>) -> Unit
): Continuation<T> =
    object : Continuation<T> {
        override val context: CoroutineContext
            get() = context

        override fun resumeWith(result: Result<T>) =
            resumeWith(result)
    }

/**
 * Creates a coroutine without a receiver and with result type [T].
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <T> (suspend () -> T).createCoroutine(
    completion: Continuation<T>
): Continuation<Unit> =
    SafeContinuation(createCoroutineUnintercepted(completion).intercepted(), COROUTINE_SUSPENDED)

/**
 * Creates a coroutine with receiver type [R] and result type [T].
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <R, T> (suspend R.() -> T).createCoroutine(
    receiver: R,
    completion: Continuation<T>
): Continuation<Unit> =
    SafeContinuation(createCoroutineUnintercepted(receiver, completion).intercepted(), COROUTINE_SUSPENDED)

/**
 * Starts a coroutine without a receiver and with result type [T].
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <T> (suspend () -> T).startCoroutine(
    completion: Continuation<T>
) {
    createCoroutineUnintercepted(completion).intercepted().resume(Unit)
}

/**
 * Starts a coroutine with receiver type [R] and result type [T].
 */
@SinceKotlin("1.3")
@Suppress("UNCHECKED_CAST")
public fun <R, T> (suspend R.() -> T).startCoroutine(
    receiver: R,
    completion: Continuation<T>
) {
    createCoroutineUnintercepted(receiver, completion).intercepted().resume(Unit)
}

/**
 * Obtains the current continuation instance inside suspend functions and suspends the currently running coroutine.
 */
@SinceKotlin("1.3")
@InlineOnly
suspend inline fun <T>
suspendCoroutine(crossinline block: (Continuation<T>) -> Unit): T =
    suspendCoroutineUninterceptedOrReturn{
        c: Continuation<T> ->
        val safe = SafeContinuation(c.intercepted())
        block(safe)
        safe.getOrThrow()
    }

/**
 * Returns the context of the current coroutine.
 */
@SinceKotlin("1.3")
@InlineOnly
suspend inline fun coroutineContext: CoroutineContext
    get() =
    throw NotImplemented(error("Implemented as intrinsic"))

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 */
This function is designed to be used from inside of `suspendCoroutineUninterceptedOrReturn` to resume the execution of the suspended coroutine using a reference to the suspending function.

* @SinceKotlin("1.3")
* @InlineOnly
public actual inline fun <T> (suspend () -> T).startCoroutineUninterceptedOrReturn(  
    completion: Continuation<T>
): Any? =  
    this.asDynamic()(completion, false)

This function is designed to be used from inside of `suspendCoroutineUninterceptedOrReturn` to resume the execution of the suspended coroutine using a reference to the suspending function.

* @SinceKotlin("1.3")
* @InlineOnly
public actual inline fun <R, T> (suspend R.() -> T).startCoroutineUninterceptedOrReturn(  
    receiver: R,
    completion: Continuation<T>
): Any? =  
    this.asDynamic()(receiver, completion, false)

This function creates unintercepted coroutine without receiver and with result type [T].

* @SinceKotlin("1.3")
@public actual inline fun <T> (suspend () -> T).createCoroutineUnintercepted(  
    completion: Continuation<T>
): Continuation<Unit> =  
    // Kotlin/JS suspend lambdas have an extra parameter `suspended`
    if (this.asDynamic().length == 2) {  
        // When `suspended` is true the continuation is created, but not executed
        this.asDynamic()(completion, true)
    } else {  
        createCoroutineFromSuspendFunction(completion) {
            this.asDynamic()(completion)
        }
    }  

This function creates unintercepted coroutine with receiver type [R] and result type [T].

* @SinceKotlin("1.3")
@public actual inline fun <R, T> (suspend R.() -> T).createCoroutineUnintercepted(  
    receiver: R,
    completion: Continuation<T>
): Continuation<Unit> =  
    // Kotlin/JS suspend lambdas have an extra parameter `suspended`
    if (this.asDynamic().length == 2) {  
        // When `suspended` is true the continuation is created, but not executed
        this.asDynamic()(completion, true)
    } else {  
        createCoroutineFromSuspendFunction(completion) {
            this.asDynamic()(completion)
        }
    }  

This function returns unintercepted continuation.

* Invocatio...on the resulting continuation corrupts the chain of suspensibler computation...behaviour or exception.
* @SinceKotlin("1.3")
@public actual inline fun <T> (suspend () -> T).createCoroutineUnintercepted(  
    completion: Continuation<T>
): Continuation<Unit> =  
    // Kotlin/JS suspend lambdas have an extra parameter `suspended` if (this.asDynamic().length == 2) {  
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    // Kotlin/JS suspend lambdas have an extra parameter `suspended` if (this.asDynamic().length == 2) {  
        // When `suspended` is true the continuation is created, but not executed
        this.asDynamic()(completion, true)
    } else {  
        createCoroutineFromSuspendFunction(completion) {
            this.asDynamic()(completion)
        }
    }  

This function returns unintercepted continuation.

* Invocatio...on the resulting continuation corrupts the chain of suspensibler computation...behaviour or exception.
* @SinceKotlin("1.3")
@public actual inline fun <T> (suspend () -> T).createCoroutineUnintercepted(  
    completion: Continuation<T>
): Continuation<Unit> =  
    // Kotlin/JS suspend lambdas have an extra parameter `suspended` if (this.asDynamic().length == 2) {  
        // When `suspended` is true the continuation is created, but not executed
        this.asDynamic()(completion, true)
    } else {  
        createCoroutineFromSuspendFunction(completion) {
            this.asDynamic()(completion)
        }
    }  

This function returns unintercepted continuation.

* Invocatio...on the resulting continuation corrupts the chain of suspensibler computation...behaviour or exception.
Repeated invocation of any function resume on the resulting continuation corrupts the state machine of the coroutine and may result in arbitrary behaviour or exception. If (suspend R.() -> T).createCoroutineUnintercepted(receiver: R, completion: Continuation<T>) { Continuation<Unit> = \n // Kotlin/JS suspend lambdas have an extra parameter `suspended` if (this.asDynamic().length == 3) { \n // When `suspended` is true the continuation is created, but not executed\n this.asDynamic()(receiver, completion, true) } else { \n createCoroutineFromSuspendFunction(completion) { \n this.asDynamic()(receiver, completion) \n } \n }\n *\n * This function shall be used on the immediate result of \n [createCoroutineUnintercepted] or [suspendCoroutineUninterceptedOrReturn] \n * in which case it checks for \n [ContinuationInterceptor] in the continuation's [context].\n *\n * Intercepts this continuation with \n [ContinuationInterceptor].\n *\n * This function shall be used on the immediate result of \n [createCoroutineUnintercepted] or [suspendCoroutineUninterceptedOrReturn] \n * in which case it checks for \n [ContinuationInterceptor] in the continuation's [context].\n *\n * Intercepts this continuation with \n [ContinuationInterceptor].\n *\n * This function shall be used on the immediate result of \n [createCoroutineUnintercepted] or [suspendCoroutineUninterceptedOrReturn] \n * in which case it checks for \n [ContinuationInterceptor] in the continuation's [context].\n *
definedExternally

/**
 * Returns a bit representation of the specified floating-point value as [Int] according to the IEEE 754 floating-point `single format` bit layout, preserving NaN values exact layout. Note that in Kotlin/JS [Float] range is wider than `single format` bit layout can represent, so some [Float] values may overflow, underflow or loose their accuracy after conversion to bits and back.

*\n@SinceKotlin("1.2")\n@Library("floatToRawBits")\n\npublic actual fun Float.toRawBits(): Int = definedExternally

*\n@SinceKotlin("1.2")\n@KotlinInternal.InlineOnly\npublic actual inline fun Float.Companion.fromBits(bits: Int): Float = js("Kotlin").FloatFromBits<bits>().unsafeCast<Float>()

*\n@SinceKotlin("1.2")\n@KotlinInternal.InlineOnly\npublic actual fun Long.fromBits(low: Int, high: Int): Long = js("Kotlin").Long.fromBits(low, high).unsafeCast<Long>()

*\n@SinceKotlin("1.2")\n@KotlinInternal.InlineOnly\npublic actual fun Long.toString(radix: Int): String = asDynamic().toString(checkRadix(radix))

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic actual fun UIntArray.elementAt(index: Int): UInt {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")}
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic actual fun ULongArray.elementAt(index: Int): ULong {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")}
}

*\n@SinceKotlin("1.3")\n@ExperimentalUnsignedTypes\npublic actual fun UByteArray.elementAt(index: Int): UByte {
    return elementAtOrElse(index) { throw IndexOutOfBoundsException("index: $index, size: $size")}
}
/**
 * Returns an element at the given [index] or throws an [IndexOutOfBoundsException] if the [index] is
 * out of bounds of this array.
 */

/**
 * Returns a [List] that wraps the original array.
 */

```kotlin
public inline fun JQuery.dialog(mode: String, param: String, value: Any?): JQuery = asDynamic().dialog(mode, param, value)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.button(): JQuery = asDynamic().button()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.accordion(): JQuery = asDynamic().accordion()

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.draggable(params: Json): JQuery = asDynamic().draggable(params)

@Deprecated("Use declarations from 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery' package instead.")
public inline fun JQuery.selectable(): JQuery = asDynamic().selectable()
```

These are deprecated annotations, which means they are not recommended for new code. Instead, use the `external` modifier. The `external` modifier allows you to reference external JavaScript libraries in your Kotlin code. For example:

```kotlin
// Import the jQuery library
import 'https://bintray.com/kotlin/js-externals/kotlin-js-jquery'
```

This way, you can use the jQuery API in your Kotlin code without having to reference it directly as a JavaScript object. This makes the code more maintainable and easier to reason about, as it clearly separates the JavaScript and Kotlin parts of your application.
module available

* as an npm package.

To tell the Kotlin compiler to accept both cases, you can augment

`@JsNonModule` annotation.

For example:

```kotlin
@JsModule("jquery")
@JsNonModule
@JsName("$")
external abstract class JQuery() {
    // some declarations here
}
```

The compiler

turns references to `external` declarations either to plain unprefixes names (in case of *plain* modules)

or to plain imports. However, if a JavaScript library provides its declarations in packages, you won't be satisfied with this.

You can tell the compiler to generate additional prefix before references to `external` declarations using the

`@JsQualifier(...)` annotation. Note that a file marked with the `@JsQualifier(...)` annotation can't contain non-`external` declarations.

Example:

```kotlin
@file:JsQualifier("my.jsPackageName")
package some.kotlinPackage
external fun foo(x: Int): String
```

It must be a sequence of valid JavaScript identifiers separated by the `.` character. Examples of valid qualifiers are: `foo`, `bar.Baz`, `_.$0.f`.

The compiler turns references to `external` declarations either to plain unprefixes names (in case of *plain* modules)

or to plain imports. However, if a JavaScript library provides its declarations in packages, you won't be satisfied with this.

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The compiler turns references to `external` declarations either to plain unprefixes names (in case of *plain* modules)
Open Source Used In DCNM 12.12.0(2) 10571
init { AbstractList.checkRangeIndexes(fromIndex, toIndex, list.size) } this._size = toIndex - fromIndex 

AbstractList.checkPositionIndex(index, _size) list.add(fromIndex + index, element) _size += 

override fun get(index: Int): E { AbstractList.checkElementIndex(index, _size) return list[fromIndex + index] } 

override fun removeAt(index: Int): E { AbstractList.checkElementIndex(index, _size) val result = list.removeAt(fromIndex + index) _size -= 

override fun set(index: Int, element: E): E { AbstractList.checkElementIndex(index, _size) return list.set(fromIndex + index, element) } 

override val size: Int get() = _size

} /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file. */

package kotlin.collections

/**
 * Provides a skeletal implementation of the [MutableMap] interface.
 *
 * The implementor is required to implement [entries] property, which should return mutable set of map entries, and
 * [put] function. * param K the type of map keys. The map is invariant on its key type. * param V the type of map values. The map is invariant on its value type. */

actual override fun clear() {
    entries.clear()
}

actual override fun put(key: K, value: V): V? {
    override fun putAll(from: Map<out K, V>) {
        for ((key, value) in from) {
            put(key, value)
        }
    }

    this@AbstractMutableMap.put(key, value)
}

actual override fun containsKey(element: K): Boolean = throw

UnsupportedOperationException("Add is not supported on keys\(v)\)

override fun getOrDefault(key: K, defaultValue: V): V

override fun remove(key: K): V?

override fun putAll(from: Map<out K, V>)

override fun remove(key: K): V?

override fun containsValue(value: V): Boolean

override fun equals(other: Any?): Boolean

override fun hashCode(): Int

override fun iterator(): Collection<K, V>

override fun size: Int

override fun hashCode(): Int = entryHashCode(this)

override fun toString(): String = entryToString(this)

override fun equals(other: Any?): Boolean = entryEquals(this, other)

private var _keys: MutableSet<K>? = null

actual override val keys: MutableSet<K>

private var _values: MutableCollection<V>? = null

actual override val values: MutableCollection<V>

override fun containsKey(entry: Map.Entry<K, V>): Boolean = true

override fun containsValue(entry: Collection<V>): Boolean = false

override fun entryHashCode(entry: Map.Entry<K, V>): Int = entry.hashCode()

override fun entryToString(entry: Map.Entry<K, V>): String = entry.toString()
AbstractList.orderedEquals(this, other)

override fun hashCode(): Int =
AbstractList.orderedHashCode(this)

override fun remove(key: K): V? {
        val iter = entries.iterator()
        while (iter.hasNext()) {
            val entry =
            iter.next()
            val k = entry.key
            if (key == k) {
                val value = entry.value
            }
            return _values!!
        } return null
    }
public actual open class HashMap<K, V> : AbstractMutableMap<K, V>,
    MutableMap<K, V> {

    private inner class EntrySet : AbstractMutableSet<MutableEntry<K, V>>() {

        override fun add(element: MutableEntry<K, V>): Boolean = throw UnsupportedOperationException("Add is not
 supported on entries")
        override fun clear() {
            this@HashMap.clear()
        }

        override operator fun contains(element: MutableEntry<K, V>): Boolean = containsEntry(element)

        override operator fun iterator(): MutableIterator<MutableEntry<K, V>> = internalMap.iterator()

        override fun remove(element: MutableEntry<K, V>): Boolean {
            if (contains(element)) {
                this@HashMap.remove(element.key)
                return true
            }
            return false
        }

        override val size: Int get() = this@HashMap.size
    }

    /**
     * Internal implementation of the map: either string-based or hashcode-based.
     */
    private val internalMap: InternalMap<K, V>

    private val equality:
        EqualityComparator

    internal constructor(internalMap: InternalMap<K, V>) : super() {
        this.internalMap = internalMap
        this.equality = internalMap.equality
    }

    /**
     * Constructs an empty [HashMap] instance.
     */
    actual constructor() : this(InternalHashCodeMap(EqualityComparator.HashCode))

    /**
     * Constructs an empty [HashMap] instance.
     *
     * @param  initialCapacity the initial capacity (ignored)
     *
     * @param  loadFactor      the load factor (ignored)
     *
     * @throws IllegalArgumentException if the initial capacity or load factor are negative
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) : this(initialCapacity, 0.0f)

    /**
     * Constructs the specialized implementation of [HashMap] with [String] keys, which stores the keys as properties of
     * JS object without hashing them.
     */
    public fun <V> stringMapOf(vararg pairs: Pair<String, V>): HashMap<String, V> {
        return this@HashMap(InternalStringMap(EqualityComparator.HashCode)).apply { putAll(pairs) }
    }
}
package kotlin.collections

/**
 * The implementation of the 
 *[MutableSet]* interface, backed by a 
 *[HashMap]* instance.
 */
public actual open class HashSet<E> : 
AbstractMutableSet<E>, MutableSet<E> {

    private val map: HashMap<E, Any>

    /**
     * Constructs a new empty 
*[HashSet]*. 
     */
    actual constructor() {
        map = HashMap<E, Any>()
    }

    /**
     * Constructs a new 
*[HashSet]* filled with the elements of the specified collection.
     */
    actual constructor(elements: Collection<E>) {
        map = HashMap<E, Any>(elements.size)
        addAll(elements)
    }

    /**
     * Constructs a new empty 
*[HashSet]*. 
     * @param initialCapacity the initial capacity
     * @param loadFactor the load factor (ignored)
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    actual constructor(initialCapacity: Int, loadFactor: Float = 0.0f) {
        map = HashMap<E, Any>(initialCapacity, loadFactor)
    }

    actual constructor(initialCapacity: Int) : this(initialCapacity, 0.0f)

    /**
     * Protected constructor to specify the 
underlying map. This is used by
     * LinkedHashSet.
     * @param map underlying map to use.
     */
    internal constructor(map: HashMap<E, Any>) {
        this.map = map
    }

    actual override fun add(element: E): Boolean {
        val old = map.put(element, this)
        return old == null
    }

    actual override fun clear() {
        map.clear()
    }

    actual override operator fun contains(element: E): Boolean = map.containsKey(element)

    actual override fun 
EMPTY: Boolean = map.isEmpty()

    actual override fun iterator(): MutableIterator<E> = map.keys.iterator()

    actual override fun remove(element: E): Boolean = map.remove(element) != null

    actual override val size: Int get() = map.size
}

/**
 * Creates a new instance of the specialized
 * implementation of 
*[HashSet]* with the specified 
*[String]* elements,
 * which elements the keys as properties of JS
 * object without hashing them.
 */
public fun stringSetOf(vararg elements: String): HashSet<String> {
    return 
HashSet(stringMapOf<Any>()).apply { addAll(elements) }
}
return entry.value
} else {\n    return null\n} \n} else {\n    val chain: Array<MutableEntry<K, V>> = chainOrEntry\n    for (index in chain.indices) {\n        val entry = chain[index]\n        if (equality.equals(key, entry.key)) {\n            if (chain.size == 1) {\n                chain.asDynamic().length = 0\n                // remove the whole array\n                jsDeleteProperty(backingMap, hashCode)\n            } else {\n                // splice out the entry we're removing\n                chain.asDynamic().splice(index, 1)\n                size--\n                // after removing the entry we just spliced out\n                // we set back the array length before the removal\n                // to make sure the splice works correctly even if\n                // the array was 1-item\n                chain.asDynamic().length = 1\n            }\n            size--\n            // structureChanged(host)\n            return entry.value\n        }\n    }\n    return null\n}\n\noverride fun clear() {\n    backingMap = createJsMap()\n    size = 0\n    override fun contains(key: K): Boolean = getEntry(key) != null\n    override fun get(key: K): V? = getEntry(key)?.value\n    private fun getEntry(key: K): MutableEntry<K, V>? {\n        val chainOrEntry = getChainOrEntryOrNull(equality.getHashCode(key)) ?: return null\n        if (chainOrEntry !is Array<*>) {\n            val entry: MutableEntry<K, V> = chainOrEntry\n            if (equality.equals(entry.key, key)) {\n                return entry\n            } else {\n                return null\n            }\n        } else {\n            val chain: Array<MutableEntry<K, V>> = chainOrEntry\n            return chain.findEntryInChain(key)\n        }\n    }\n
    private fun Array<MutableEntry<K, V>>.findEntryInChain(key: K): MutableEntry<K, V>? =\n        firstOrNull { entry ->\n            equality.equals(entry.key, key)\n        }\n
    override fun iterator(): MutableIterator<MutableEntry<K, V>> =\n        object : MutableIterator<MutableEntry<K, V>> {\n            var state = -1 // -1 not ready, 0 - ready, 1 - done\n            val keys: Array<String> = js("Object").keys(backingMap)\n            var keyIndex = -1\n            var chainOrEntry: dynamic = null\n            var isChain = false\n            var itemIndex = -1\n            var lastEntry:MutableEntry<K, V>? = null\n            private fun computeNext(): Int {\n                if (chainOrEntry != null && isChain) {\n                    val chainSize: Int = chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>().size\n                    if (++itemIndex < chainSize)\n                        return 0\n                }\n
                if (++keyIndex < keys.size) {\n                    chainOrEntry = backingMap[keys[keyIndex]]\n                    isChain = chainOrEntry is Array<*>\n                    itemIndex = 0\n                    return 0\n                } else {\n                    chainOrEntry = null\n                    return 1\n                }\n            }\n
            override fun hasNext(): Boolean {\n                if (state == -1)\n                    state = computeNext()\n                return state == 0\n            }\n
            override fun next(): MutableEntry<K, V> {\n                if (!hasNext()) throw NoSuchElementException()\n                val lastEntry = if (isChain) {\n                    chainOrEntry.unsafeCast<Array<MutableEntry<K, V>>>()[itemIndex]\n                } else {\n                    chainOrEntry.unsafeCast<MutableEntry<K, V>>()\n                }\n                this.lastEntry = lastEntry\n                state = -1\n                return lastEntry\n            }\n
            override fun remove() {\n                checkNotNull(lastEntry)\n                this@InternalHashCodeMap.remove(lastEntry!!.key)\n                lastEntry = null\n                // the chain being iterated just got modified by InternalHashCodeMap.remove\n                itemIndex--\n            }\n        }\n
    private fun getChainOrEntryOrNull(hashCode: Int): dynamic {\n        val chainOrEntry = backingMap[hashCode]\n        return if (chainOrEntry === undefined) null else chainOrEntry\n    }\n
}

package kotlin.collections

/**
 * A simple wrapper around JavaScript Map for key type is string.
 * Though this map is instantiated only with \n * K=String, the K type is not fixed to String statically,\n * because we want to have it erased to Any in order not to
generate type-safe override bridges for\n * [get], [contains], [remove] etc, if they ever are generated.\n *\n
internal class InternalStringMap<K, V> (override val equality: EqualityComparator) : InternalMap<K, V> {\n    \n    private var backingMap: dynamic = createJsMap()\n    override var override var size: Int = 0\n    \n    override fun contains(key: K): Boolean {\n        if (key !is String) return false\n        return backingMap[key] !== undefined\n    }\n
    override fun get(key: K): V? {\n        if (key !is String) return null\n        val value = backingMap[key] \n        if (value !== undefined) { \n            \n        } else { \n            valueMod++\n            return null\n        }\n    }\n
    override fun put(key: K, value: V): V? {\n        require(key is String)\n        val oldValue = backingMap[key]\n        backingMap[key] = value\n        if (oldValue === undefined) {\n            size++\n            structureChanged(host)\n            return null\n        } else {\n            valueMod++\n            return oldValue.unsafeCast<V>()\n        }\n    }\n
    override fun clear() {\n        backingMap = createJsMap()\n        size = 0\n    }\n
    override fun iterator(): MutableIterator<MutableEntry<K, V>> {\n        return object : \n        \n    }\n
    private fun newMapEntry(key: K): MutableEntry<K, V> = object : \n    \n}/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.\n */
/*
 * Based on GWT LinkedHashMap
 * Copyright 2008 Google Inc.
 */
package kotlin.collections

import kotlin.collections.MutableMap.MutableEntry

/**
 * Hash table based implementation of the 
 * [MutableMap] interface, which additionally preserves the insertion order during\n * iterator operations.\n */
public actual open class LinkedHashMap<K, V> : HashMap<K, V>, MutableMap<K, V> {\n
    /**
     * The entry we use includes next/prev pointers for a doubly-linked circular list. This reduces\n     * the special cases we have to deal with in the list operations.\n     * Note that we duplicate the key from the underlying hash map so we can find the eldest entry. The alternative would have been to modify HashMap so more of the code was directly usable here, but this would have added some overhead to HashMap, or to reimplement most of the HashMap code here within * small modifications. Paying a small storage cost only if you use\n     * LinkedHashMap and minimizing code size seemed like a better tradeoff.\n    */

    private class ChainEntry<K, V>(key: K, value: V) : AbstractMutableMap.SimpleEntry<K, V> {\n        \n    }
actual override val size: Int get() = map.size

actual override fun <V> linkedStringMapOf(vararg pairs: Pair<String, V>): LinkedHashMap<String, V> {
    return LinkedHashSet<String, V>(stringMapOf<Any>().apply { putAll(pairs) }[null])
}

/** Constructs the specialized implementation of [LinkedHashMap] with [String] keys, which stores the keys as properties of [String] object without hashing them. */

/** Constructs a new empty [LinkedHashSet]. */
actual constructor() : super(LinkedHashMap<E, Any>())

/** Constructs a new empty [LinkedHashSet] with the specified collection. */
actual constructor(elements: Collection<E>) : super(LinkedHashMap<E, Any>()) {
    addAll(elements)
}

/** Creates a new instance of the specialized implementation of [LinkedHashSet] with the specified [String] elements, which stores the elements as properties of JS object without hashing them. */

/** Creates a new [LinkedHashSet] filled with the elements of the specified collection. */

if (i >= 0) {
    buffer += s.substring(0, i)
    flush()
    s = s.substring(i + 1)
}

buffer += s
}

override fun flush() {
    console.log(buffer)
    buffer = ""
}

/** JsName
used to make the declaration available outside of module to test it and use at try.kotl.in*/
@JsName("output")
internal var output = run {
    val isNode: Boolean = js("typeof process !== 'undefined'
    & process.versions & & !process.versions.node")
    if (isNode) NodeJsOutput(js("process.stdout")) else
        BufferedOutputToConsoleLog()

0)

/** Prints the line separator to the standard output stream. */
@published fun println() {
    output.println()
}

/** Prints the given [message] and the line separator to the standard output stream. */
@published fun println(message: Any?) {
    output.println(message)
}

/** Prints the given [message] to the standard output stream. */
@published fun print(message: Any?) {
    output.print(message)
}

/** Exposes the [Date API](https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Date) to Kotlin. */
@Suppress("NOT_DOCUMENTED")
public external class Date() {
    public constructor(milliseconds: Number)
    public constructor(dateString: String)
    public constructor(year: Int, month: Int)
    public constructor(year: Int, month: Int, day: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int)
    public constructor(year: Int, month: Int, day: Int, hour: Int, minute: Int, second: Int, millisecond: Number)

    public fun getDate(): Int
    public fun getDay(): Int
    public fun getFullYear(): Int
    public fun getHours(): Int
    public fun getMilliseconds(): Int
    public fun getMinutes(): Int
    public fun getMonth(): Int
    public fun getSeconds(): Int
    public fun getTime(): Double
    public fun getTimezoneOffset(): Int
    public fun getUTCDate(): Int
    public fun getUTCDay(): Int
    public fun getUTCHours(): Int
    public fun getUTCMilliseconds(): Int
    public fun getUTCMinutes(): Int
    public fun getUTCMonth(): Int
    public fun getUTCSeconds(): Int
    public fun toString(): String
    public fun toISOString(): String
    public fun toGMTString(): String
    public fun toUTCString(): String
    public
public inline fun String.toRegex(): Regex = Regex(this)

/**
 * Converts the string into a regular expression [Regex] with the specified single [option].
 */
@kotlin.internal.InlineOnly
public inline fun String.toRegex(option: RegexOption): Regex = Regex(this, option)

/**
 * Converts the string into a regular expression [Regex] with the specified set of [options].
 */
String.toRegex(RegexOptions)

open class StringBuilder : Appendable, CharSequence {
    constructor()
    constructor(capacity: Int)
    constructor(content: CharSequence)
    constructor(content: String)
    override val length: Int
    override operator fun get(index: Int): Char
    override fun subSequence(startIndex: Int, endIndex: Int): CharSequence
    append(value: Char): StringBuilder
    append(value: CharSequence?): StringBuilder
    append(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder
    reverse(): StringBuilder
    append(value: Any?): StringBuilder
    append(value: Boolean): StringBuilder
    append(value: CharArray): StringBuilder
    append(value: String): StringBuilder
    capacity(): Int
    ensureCapacity(minimumCapacity: Int)
    indexOf(string: String): Int
    indexOf(string: String, startIndex: Int): Int
    append(string: String): StringBuilder
    Returns the current capacity of this string builder.
    The capacity is the maximum length this string builder can have before an allocation occurs.
    @SinceKotlin("1.3")
    Returns the index within this string builder of the first occurrence of the specified [string].
    Returns the index within this string builder of the last occurrence of the specified [string].
    The last
occurrence of empty string `"\"\"` is considered to be at the index equal to `this.length`.
* 
* Returns `-1` if the specified [string] does not occur in this string builder.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
fun lastIndexOf(string: String): Int

/** *
     * Returns the index within this string builder of the last occurrence of the specified [string], starting from the specified [startIndex] toward the beginning.
     *
     * @since Kotlin 1.3
     * @param string the string to search for
     * @return the index of the last occurrence of [string] or -1 if not found
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun lastIndexOf(string: String, startIndex: Int): Int

    /** *
     * Inserts the specified characters at the specified [startIndex] and returns this instance.
     *
     * @since Kotlin 1.3
     * @param charArray the sequence of characters to insert
     * @param startIndex the index at which to insert the characters
     * @throws IndexOutOfBoundsException if [startIndex] is less than zero or greater than the length of this string builder
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun insert(index: Int, value: CharArray): StringBuilder

    /** *
     * Inserts characters in the specified character array [value] into this string builder at the specified [index] and returns this instance.
     *
     * The inserted characters go in same order as in the [value] character array, starting at [index].
     *
     * @since Kotlin 1.3
     * @param index the position in this string builder to insert at.
     * @param value the character sequence from which characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun insert(index: Int, value: CharSequence?): StringBuilder

    /** *
     * Inserts characters in the specified character array [value] into this string builder at the specified [index] and returns this instance.
     *
     * The inserted characters go in same order as in the [value] character array, starting at [index].
     *
     * @since Kotlin 1.3
     * @param index the position in this string builder to insert at.
     * @param value the character sequence from which characters are inserted. If [value] is `null`, then the four characters `"null"` are inserted.
     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun insert(index: Int, value: Boolean): StringBuilder

    /** *
     * Inserts the specified character [value] into this string builder at the specified [index] and returns this instance.
     *
     * @since Kotlin 1.3
     * @param index the position in this string builder to insert at.
     * @param value the character to insert
     * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun insert(index: Int, value: Any?): StringBuilder

    /** *
     * Inserts a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [length] (exclusive).
     *
     * @since Kotlin 1.3
     * @param startIndex the first index to insert
     * @param length the number of characters to insert
     * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] if [length] is less than zero
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun insertSubstring(startIndex: Int): String

    /** *
     * Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [endIndex] (exclusive).
     *
     * @since Kotlin 1.3
     * @param startIndex the first index to insert
     * @param endIndex the last index to insert
     * @throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`
     */
    @SinceKotlin("1.3")
    @ExperimentalStdlibApi
    fun substring(startIndex: Int, endIndex: Int): String
substring(startIndex: Int, endIndex: Int): String

/**
 * Attempts to reduce storage used for this string builder.
 * If the backing storage of this string builder is larger than necessary to hold its current contents,
 * then it may be resized to become more space efficient.
 * Calling this method may, but is not required to, affect the value of the [capacity] property.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
fun trimToSize(): Unit

/**
 * Clears the content of this string builder making it empty and returns this instance.
 */
@SinceKotlin("1.3")
public expect fun StringBuilder.clear(): StringBuilder

/**
 * Sets the character at the specified [index] to the specified [value].
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect operator fun StringBuilder.set(index: Int, value: Char): StringBuilder

/**
 * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder

/**
 * Removes the character at the specified [index] from this string builder and returns this instance.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.deleteAt(index: Int): StringBuilder

/**
 * Removes characters in the specified range from this string builder and returns this instance.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder

/**
 * Copies characters from this string builder into the [destination] character array.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length)

/**
 * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

/**
 * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public expect fun StringBuilder.append(sequen: CharSequence, startIndex: Int, endIndex: Int): StringBuilder
*@SinceKotlin("1.3")@ExperimentalStdlibApi
public expect fun StringBuilder.appendRange(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder

* @param value the array from which characters are inserted.
@throws IndexOutOfBoundsException or [IllegalArgumentOutOfRangeException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`. The inserted characters go in same order as in the [value] array, starting at [index].

* Since Kotlin `"1.3"`@ExperimentalStdlibApi
public expect fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder

* Since Kotlin `"1.3"`@ExperimentalStdlibApi
public expect fun StringBuilder.insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder

* Since Kotlin `"1.3"`
@ExperimentalStdlibApi

@Suppress("EXTENSION_SHADOWED_BY_MEMBER")
@Deprecated("Use append(value: Any?) instead", ReplaceWith("append(value = obj)"), DeprecationLevel.WARNING)
@kotlin.internal.InlineOnly
public inline fun StringBuilder.append(obj: Any?): StringBuilder

/**
 * Builds new string by populating newly created [StringBuilder] initialized with the given [capacity] using provided [builderAction] and then converting it to [String].
 */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun buildString(capacity: Int, builderAction: StringBuilder.() -> Unit): String =

/**
 * Appends all arguments to the given [StringBuilder].
 */
public fun StringBuilder.append(vararg value: String?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/**
 * Appends all arguments to the given [StringBuilder].
 */
public fun StringBuilder.append(vararg value: Any?): StringBuilder {
    for (item in value)
        append(item)
    return this
}

/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package org.w3c.dom

import org.w3c.dom.*

/**
 * Gets a value indicating whether this node is a TEXT_NODE or a CDATA_SECTION_NODE.
 */
public val Node.isText: Boolean
    get() = nodeType == Node.TEXT_NODE || nodeType == Node.CDATA_SECTION_NODE

/**
 * Gets a value indicating whether this node is an [Element].
 */
public val Node.isElement: Boolean
    get() = nodeType == Node.ELEMENT_NODE

/*
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 */
Apache 2.0 license that can be found in the license/LICENSE.txt file.

```kotlin
package org.w3c.dom

public

external interface ItemArrayLike<out T> { Int val length: Int
  fun item(index: Int): T?
}

/**
 * Returns the view of this `ItemArrayLike<T>` collection as `List<T>`.
 */
public fun ItemArrayLike<T>.asList(): List<T> = object : AbstractList<T>() {
    override val size: Int get() = this@asList.length
    override fun get(index: Int): T = when (index) {
        in 0..lastIndex -> this@asList.item(index).unsafeCast<T>()
        else -> throw IndexOutOfBoundsException("index $index is not in range [0..$lastIndex]")
    }
}
```

```kotlin
package kotlin.dom

import org.w3c.dom.*

/** Removes all the children from this node. */
public fun Node.clear() {
    while (hasChildNodes()) {
        removeChild(firstChild!!)
    }
}

/**
 * Creates text node and append it to the element.
 */
fun Element.appendText(text: String): Element {
    appendChild(ownerDocument!!.createTextNode(text))
    return this
}
```

```kotlin
package kotlin.js

/**
 * Reinterprets this value as a value of the [dynamic type](/docs/reference/dynamic-type.html).
 */
@kotlin.internal.InlineOnly
public inline fun Any?.asDynamic(): dynamic = this

/**
 * Reinterprets this value as a value of the specified type [T] without any actual type checking.
 */
@kotlin.internal.InlineOnly
public inline fun <T> Any?.unsafeCast(): @kotlin.internal.NoInfer T = this.asDynamic()

/**
 * Reinterprets this `dynamic` value as a value of the specified type [T] without any actual type checking.
 */
@kotlin.internal.DynamicExtension
@JsName("unsafeCastDynamic")
@kotlin.internal.InlineOnly
public inline fun <T> dynamic.unsafeCast(): @kotlin.internal.NoInfer T = this

/**
 * Allows to iterate this `dynamic` object in the following cases:
 * - when it has an `iterator` function,
 * - when it is an array
 * - when it is an instance of [kotlin.collections.Iterable]
 */
@kotlin.internal.DynamicExtension
public operator fun dynamic.iterator(): Iterator<dynamic> {
    val r: Any? = this

    return when {
        this["iterator"] != null ->
            r.unsafeCast<Array<*>>().iterator()

        else ->
            (r as Iterable<*>).iterator()
    }
}
```

```kotlin
package kotlin

// NOTE: Do not author your exceptions as they are written in this file, instead use this
template:
/*
public open class MyException : Exception {
    constructor() : super()
    constructor(message: String?) : super(message)
    constructor(message: String?, cause: Throwable?) : super(message, cause)
}
*/

// TODO: remove workarounds for KT-22053 from
direct Throwable inheritors
// TODO: remove primary constructors, make all secondary KT-

@Suppress("USELESS_ELVIS_RIGHT_IS_NULL")
public actual open class Error actual constructor(message: String?, cause: Throwable?) : Throwable {
    actual constructor() : super()
    constructor(message: String?, cause: Throwable?) = this(message, cause)
}
```

```
kotlin.collections\n
/**
 * Represents a source of elements with a [keyOf] function, which can be applied to each element to get its key.
 * A [Grouping] structure serves as an intermediate step in group-and-fold operations:
 * they group elements by their keys and then fold each group with some aggregating operation.
 * It is created by attaching a `keySelector: (T) -> K` function to a source of elements.
 * To get an instance of [Grouping] use one of the groupingBy extension functions:
 * - [Iterable.groupingBy]
 * - [Sequence.groupingBy]
 * - [Array.groupingBy]
 * - [CharSequence.groupingBy]
 * For the list of group-and-fold operations available, see the [extension functions]
 * for `Grouping`.

Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially.

The key for each element is provided by the [Grouping.keyOf] function.

@param operation function is invoked on each element with the following parameters:
- `key`: the key of the group this element belongs to;
- `accumulator`: the current value of the accumulator of the group, can be `null` if it's the first `element` encountered in the group;
- `element`: the element from the source being aggregated;
- `first`: indicates whether it's the first `element` encountered in the group.

@sample samples.collections.Grouping.aggregateByRadix
 */
@SinceKotlin("1.1")
public inline fun <T, K, R>
Grouping<T, K>.aggregate(
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): Map<K, R> {
    return aggregateTo(mutableMapOf<K, R>(), operation)
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.

The key for each element is provided by the [Grouping.keyOf] function.

@sample samples.collections.Grouping.aggregateByRadixTo
 */
@SinceKotlin("1.1")
public inline fun <T, K, R, M :.MutableMap<in K, R>> Grouping<T, K>.aggregateTo(
    destination: M,
    operation: (key: K, accumulator: R?, element: T, first: Boolean) -> R
): M {
    for (e in this.sourceIterator()) {
        val key = keyOf(e)
        val accumulator = destination[key]
        destination[key] = operation(key, accumulator, e, accumulator == null && !destination.containsKey(key))
    }
    return destination
}

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
 * passing the previously accumulated value and the current element as arguments, and stores the results in a new map.

An initial value of accumulator is provided by [initialValueSelector] function.

@sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValue
 */
@SinceKotlin("1.1")
public inline fun <T, K, R : Map<K, R>> Grouping<T, K>.fold(
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R
): Map<K, R> =
    @Suppress("UNCHECKED_CAST")
    aggregate { key, acc, e, first -> operation(key, if (first)
    initialValueSelector(key, e) else acc as R, e) }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
applies [operation] to the elements of each group sequentially.
* passing the previously accumulated value and the current element as arguments.
* and stores the results in the given [destination] map.
* An initial value of
* accumulator is provided by [initialValueSelector] function.
* *n * @param initialValueSelector a function that
* provides an initial value of the accumulator for each group.
* It's invoked with parameters:
* - `key`: the key of the group;
* - `element`: the first element being encountered in that group.
* If the [destination] map already has a value corresponding to some key, that value is used as an initial value of
* the accumulator for that group and the [initialValueSelector] function is not called for that group.
* *n * @param operation a function that is invoked on each element with the following parameters:
* - `key`: the key of the group this element belongs to;
* - `accumulator`: the current value of the accumulator of the group;
* - `element`: the element from the source being accumulated.
* *n * return the [destination] map associating the key of each group with the result of accumulating the group elements.

@sample samples.collections.Grouping.foldByEvenLengthWithComputedInitialValueTo

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
* passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
* An initial value of accumulator is the same [initialValue] for each group.
* *n * @param operation a function that is invoked on each element with the following parameters:
* - `accumulator`: the current value of the accumulator of the group;
* - `element`: the element from the source being accumulated.
* *n * return a [Map] associating the key of each group with the result of accumulating the group elements.
*/
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(
    destination: M,
    initialValueSelector: (key: K, element: T) -> R,
    operation: (key: K, accumulator: R, element: T) -> R
): M =
    @Suppress("UNCHECKED_CAST")
    aggregateTo(destination) { key, acc, e, first ->
        operation(key, if (first) initialValueSelector(key, e) else acc as R, e)
    }

/**
 * Groups elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group
* sequentially starting from the second element of the group,
* passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
* An initial value of accumulator is the first element of the group.
* *n * @param operation a function that is invoked on each subsequent element of the group with the following parameters:
* - `key`: the key of the group this element belongs to;
* - `accumulator`: the current value of the accumulator of the group;
* - `element`: the element from the source being accumulated.
* *n * return a [Map] associating the key of each group with the result of accumulating the group elements.
*/
@SinceKotlin("1.1")
public inline fun <S, T : S, K> Grouping<T, K>.reduce(
    operation: (key: K,
        accumulator: S, element: T) -> S
): Map<K, S> =
    aggregate { key, acc, e, first ->
        if (first) e else operation(key, acc as S, e)
    }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
* passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
* An initial value of accumulator is provided by [initialValueSelector] function.
* *n * @param initialValueSelector a function that provides an initial value of
* the accumulator for each group.
* It's invoked with parameters:
* - `key`: the key of the group;
* - `element`: the first element being encountered in that group.
* If the [destination] map already has a value corresponding to some key, that value is used as an initial value of
* the accumulator for that group and the [initialValueSelector] function is not called for that group.
* *n * @param operation a function that is invoked on each element with the following parameters:
* - `key`: the key of the group this element belongs to;
* - `accumulator`: the current value of the accumulator of the group;
* - `element`: the element from the source being accumulated.
* *n * return the [destination] map associating the key of each group with the result of accumulating the group elements.
*/
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(
    destination: M,
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
): M =
    @Suppress("UNCHECKED_CAST")
    aggregateTo(destination) { _, acc, e, first ->
        operation(if (first) initialValue else acc as R, e)
    }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
* passing the previously accumulated value and the current element as arguments, and stores the results in the given [destination] map.
* An initial value of accumulator is the same [initialValue] for each group.
* *n * @param operation a function that is invoked on each element with the following parameters:
* - `accumulator`: the current value of the accumulator of the group;
* - `element`: the element from the source being accumulated.
* *n * return a [Map] associating the key of each group with the result of accumulating the group elements.
*/
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(
    destination: M,
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
): M =
    @Suppress("UNCHECKED_CAST")
    aggregateTo(destination) { _, acc, e, first ->
        operation(if (first) initialValue else acc as R, e)
    }

/**
 * Groups elements from the [Grouping] source by key and applies [operation] to the elements of each group sequentially,
* passing the previously accumulated value and the current element as arguments, and stores the results in a new map.
* An initial value of accumulator is the first element of the group.
* *n * @param operation a function that is invoked on each subsequent element of the group with the following parameters:
* - `key`: the key of the group this element belongs to;
* - `accumulator`: the current value of the accumulator of the group;
* - `element`: the element from the source being accumulated.
* *n * return a [Map] associating the key of each group with the result of accumulating the group elements.
*/
@SinceKotlin("1.1")
public inline fun <T, K, R, M : MutableMap<in K, R>> Grouping<T, K>.foldTo(
    destination: M,
    initialValue: R,
    operation: (accumulator: R, element: T) -> R
): M =
    @Suppress("UNCHECKED_CAST")
    aggregateTo(destination) { _, acc, e, first ->
        operation(if (first) initialValue else acc as R, e)
    }
elements from the [Grouping] source by key and applies the reducing [operation] to the elements of each group sequentially starting from the second element of the group. passing the previously accumulated value and the current element as arguments. and stores the results in the given [destination] map. An initial value of accumulator is the first element of the group. If the [destination] map already has a value corresponding to the key of some group that value is used as an initial value of the accumulator for that group and the first element of that group is also subjected to the [operation]. Groups elements from the [Grouping] source by key and counts elements in each group to the given [destination] map. If the [destination] map already has a value corresponding to the key of some group that value is used as an initial value of the sum for that group. Groups elements from the [Grouping] source by key and sums values provided by the [valueSelector] function for elements in each group to the given [destination] map associating the key of each group with the sum of elements in the group.

@sample

```kotlin
package samples.collections

@SinceKotlin("1.1")
    aggregateTo(destination) { key, acc, e -> acc }.

@SinceKotlin("1.1")
public fun <T, K, M : MutableMap<in K, Int>> Grouping<T, K>.eachCountTo(destination: M): M =
    foldTo(destination, 0) { acc, _ -> acc + 1 }.

@SinceKotlin("1.1")
public inline fun <T, K, M : MutableMap<in K, Double>> Grouping<T, K>.sumEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =
    foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e) }.
```

---

*/

```
// TODO: sum by long and by double overloads

    foldTo(destination, 0L) { acc, e -> acc + valueSelector(e) }.

public inline fun <T, K> Grouping<T, K>.sumEachByLong(valueSelector: (T) -> Long): Map<K, Long> =
    fold(0L) { acc, e -> acc + valueSelector(e) }.

public inline fun <T, K, M : MutableMap<in K, Double>> Grouping<T, K>.sumEachByDoubleTo(destination: M, valueSelector: (T) -> Double): M =
    foldTo(destination, 0.0) { acc, e -> acc + valueSelector(e) }.

public inline fun <T, K> Grouping<T, K>.sumEachByDouble(valueSelector: (T) -> Double): Map<K, Double> =
    fold(0.0) { acc, e -> acc + valueSelector(e) }.
```
j["prop"] + j[p];
    * 
    * } * 
    * ```
    */
    operator fun get(propertyName: String): Any?

    /**
     * Calls of the function will be translated to an assignment of [value] to the receiver indexed (with square brackets/index operation) with [propertyName] in * E.g. for the following code:* * '```
    * will be generated:*
            * `j"prop" = 1;
            * j[p] = newValue;
            * */
    * ```
    */
    operator fun set(propertyName: String, value: Any?): Unit

    /**
     * Returns a simple JavaScript object (as [JSON]) using provided key-value pairs as names and values of its properties.
     */
    public fun json(vararg pairs: Pair<String, Any?>): Json {
        val res: dynamic = js("({})")
        for ((name, value) in pairs) {
            res[name] = value
        }
        return res
    }

    /**
     * Adds key-value pairs from [other] to [this].
     * Returns the original receiver.
     */
    public fun Json.add(other: Json): Json {
        val keys: Array<String> = js("Object").keys(other)
        for (key in keys) {
            if (other.asDynamic().hasOwnProperty(key)) {
                this[key] = other[key]
            }
        }
        return this
    }

    /**
     */
    @Suppress("NOT_DOCUMENTED")
    public external object JSON {
        public fun stringify(o: Any?): String
        public fun stringify(o: Any?, replacer: ((key: String, value: Any?) -> Any?)?): String
        public fun stringify(o: Any?, replacer: Array<String>, space: Int): String
        public fun stringify(o: Any?, replacer: Array<String>, space: String): String
        public fun <T> parse(text: String): T
        public fun <T> parse(text: String, reviver: ((key: String, value: Any?) -> Any?)?): T
    }

    // region Double Math

    /** Computes the sine of the angle [x] given in radians.
     * Special cases:
     * - `sin(NaN)` is `NaN`
     * - `sin(NaN|+Inf|-Inf)` is `NaN`
     */
    @SinceKotlin("1.2")
    public actual inline fun sin(x: Double): Double = nativeMath.sin(x)

    /** Computes the cosine of the angle [x] given in radians.
     * Special cases:
     * - `cos(NaN)` is `NaN`
     * - `cos(NaN|+Inf|-Inf)` is `NaN`
     */
    @SinceKotlin("1.2")
    public actual inline fun cos(x: Double): Double = nativeMath.cos(x)

    /** Computes the tangent of the angle [x] given in radians.
     * Special cases:
     * - `tan(NaN)` is `NaN`
     * - `tan(NaN|+Inf|-Inf)` is `NaN`
     */
    @SinceKotlin("1.2")
    public actual inline fun tan(x: Double): Double = nativeMath.tan(x)

    /** Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value [y] / [x];
     * Special cases:
     * - `atan2(0.0, 0.0)` is `0.0`
     * - `atan2(0.0, x)` is `-0.0` for `x > 0` and `0.0` for `x < 0`
     * - `atan2(-0.0, 0.0)` is `-0.0` for `x > 0` and `-0.0` for `x < 0`
     * - `atan2(y, x)` is `-atan2(x, y)` for `x > 0` and `-atan2(x, y)` for `x < 0`
     */
    @SinceKotlin("1.2")
    public actual inline fun atan2(y: Double, x: Double): Double = nativeMath.atan2(y, x)

    // endregion
nativeMath.atan2(y, x)\n
/**
 * Computes the hyperbolic sine of the value \( [x] \).
 * Special cases:
 * - \( \sinh(\text{NaN}) \) is \`NaN\`
 * - \( \sinh(+\text{Inf}) \) is \`+\text{Inf}\`
 * - \( \sinh(-\text{Inf}) \) is \`-\text{Inf}\`
 */

/**
 * Computes the hyperbolic cosine of the value \( [x] \).
 * Special cases:
 * - \( \cosh(\text{NaN}) \) is \`NaN\`
 * - \( \cosh(+\text{Inf}) \) is \`+\text{Inf}\`
 * - \( \cosh(-\text{Inf}) \) is \`-\text{Inf}\`
 */

/**
 * Computes the inverse hyperbolic sine of the value \( [x] \).
 * Special cases:
 * - \( \text{asinh}(\text{NaN}) \) is \`NaN\`
 * - \( \text{asinh}(+\text{Inf}) \) is \`+\text{Inf}\`
 * - \( \text{asinh}(-\text{Inf}) \) is \`-\text{Inf}\`
 */

/**
 * Computes the inverse hyperbolic cosine of the value \( [x] \).
 * Special cases:
 * - \( \text{acosh}(\text{NaN}) \) is \`NaN\`
 * - \( \text{acosh}(+\text{Inf}) \) is \`+\text{Inf}\`
 * - \( \text{acosh}(-\text{Inf}) \) is \`-\text{Inf}\`
 */

/**
 * Computes the inverse hyperbolic tangent of the value \( [x] \).
 * Special cases:
 * - \( \text{atanh}(\text{NaN}) \) is \`NaN\`
 * - \( \text{atanh}(+\text{Inf}) \) is \`+\text{Inf}\`
 * - \( \text{atanh}(-\text{Inf}) \) is \`-\text{Inf}\`
 */

/**
 * Computes \( \sqrt{x^2 + y^2} \) without intermediate overflow or underflow.
 * Special cases:
 * - returns \`+\text{Inf}\` if any of arguments is infinite
 * - returns \`NaN\` if any of arguments is \`NaN\` and the other is not infinite
 */

/**
 * Computes the positive square root of the value \( [x] \).
 * Special cases:
 * - \( \sqrt{\text{NaN}} \) is \`NaN\`
 * - \( \sqrt{x} \) is \`NaN\` when \( x < 0 \) or \( x = \text{NaN} \)
 */

/**
 * Computes \( e^x \).
 * Special cases:
 * - \( \exp(\text{NaN}) \) is \`NaN\`
 * - \( \exp(+\text{Inf}) \) is \`+\text{Inf}\`
 * - \( \exp(-\text{Inf}) \) is \`0.0\`
 */

/**
 * Computes \( \log_b x \).
 * Special cases:
 * - \( \log_b(\text{NaN}) \) is \`NaN\`
 * - \( \log_b(\text{Inf}) \) is \`-\text{Inf}\`
 */

/**
 * Computes \( \ln(1 + x) \).\n */

/**
 * Computes the common logarithm (base 10) of the value \( [x] \).
 * Special cases:
 * - \( \log_{10}(\text{NaN}) \) is \`NaN\`
 * - \( \log_{10}(+\text{Inf}) \) is \`+\text{Inf}\`
 * - \( \log_{10}(0.0) \) is \`-\text{Inf}\`
 */

smallest double value that is greater than or equal to the given value \( x \) and is a mathematical integer.\n
* Special cases:\n  * - `\( \text{ceil}(x) \)` is \( x \) where \( x \) is `\text{NaN}` or `+\infty` or `-\infty` or already a mathematical integer.\n  * - `\( \text{floor}(x) \)` is \( x \) where \( x \) is `\text{NaN}` or `+\infty` or `-\infty` or already a mathematical integer.\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun ceil(x: Double): Double =\n
```kotlin
nativeMath.ceil(x).unsafeCast<Double>() // TODO: Remove unsafe cast after removing public js.math\n```

* Special cases:\n  * - `\( \text{floor}(x) \)` is \( x \) where \( x \) is `\text{NaN}` or `+\infty` or `-\infty` or already a mathematical integer.\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun floor(x: Double): Double =\n
```kotlin
nativeMath.floor(x).unsafeCast<Double>()\n```

* Special cases:\n  * - `\( \text{round}(x) \)` is \( x \) where \( x \) is `\text{NaN}` or `+\infty` or `-\infty` or already a mathematical integer.\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun round(x: Double): Double =\n
```kotlin
if (x % 0.5 != 0.0) {
    return nativeMath.round(x).unsafeCast<Double>()
} else {\n    return if (floor(x) < 0) floor(x) else ceil(x)\n}
```

* Special cases:\n  * - `\( \text{abs}(x) \)` is `\text{abs}(x)` where `x` is `\text{NaN}` or `+\infty` or `-\infty` or already a mathematical integer.\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun abs(x: Double): Double =\n
```kotlin
nativeMath.abs(x)\n```

* Special cases:\n  * - `\( \text{sign}(x) \)` is `\text{sign}(x)` where `x` is `\text{NaN}` or `+\infty` or `-\infty` or already a mathematical integer.\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun sign(x: Double): Double =\n
```kotlin
nativeMath.sign(x)\n```

* Special cases:\n  * - `\( \text{min}(a, b) \)` is the minimum of \( a \) and \( b \).\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun min(a: Double, b: Double): Double =\n
```kotlin
nativeMath.min(a, b)\n```

* Special cases:\n  * - `\( \text{max}(a, b) \)` is the maximum of \( a \) and \( b \).\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun max(a: Double, b: Double): Double =\n
```kotlin
nativeMath.max(a, b)\n```

// extensions\n
* Special cases:\n  * - `\( \text{pow}(a, n) \)` is the integer power \( n \) of \( a \).\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun Double.pow(n: Int): Double =\n
```kotlin
nativeMath.pow(this, n.toDouble())\n```

* Special cases:\n  * - `\( \text{absValue}(x) \)` is `\text{abs}(x)` where `x` is `\text{NaN}` or `+\infty` or `-\infty` or already a mathematical integer.\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline val Double.absoluteValue: Double get() = nativeMath.abs(this)\n
* Special cases:\n  * - `\( \text{sign}(x) \)` is `\text{sign}(x)` where `x` is `\text{NaN}` or `+\infty` or `-\infty` or already a mathematical integer.\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline val Double.sign: Double get() = nativeMath.sign(this)\n
* Special cases:\n  * - `\( \text{withSign}(x, s) \)` is `\text{withSign}(x, s)` where `x` is `\text{NaN}` or `+\infty` or `-\infty` or already a mathematical integer.\n
@SinceKotlin("1.2")\n@InlineOnly\npublic actual inline fun Double.withSign(sign: Int): Double =\n
```kotlin
this.withSign(sign.toDouble())\n```

* Special cases:\n  * - `\( \text{ulp}(x) \)` is the unit in the last place of \( x \).\n
@SinceKotlin("1.2")\npublic actual val Double.ulp: Double get() =\n
```kotlin
when {
    x < 0 -> (-x).ulp
    x.isNaN() || x == Double.POSITIVE_INFINITY -> x
    x == 0.0 -> Double.MIN_VALUE
    else -> Double.fromBits(x.toRawBits()) + if (x > 0) 1 else -1\n}
```

Open Source Used In DCNM 12.12.0(2) 10595
@SinceKotlin("1.2")
public actual fun Double.nextDown(): Double = when {
    this.isNaN() || this == Double.NEGATIVE_INFINITY -> this
    this == 0.0 -> -Double.MIN_VALUE
    else -> Double.fromBits(this.toRawBits() + if (this > 0) -1 else 1)\n}

/**
 * Returns the [Double] value nearest to this value in direction from this value towards the value [to].
 * Special cases:\n * - if `x` or `y` are `NaN` then `x.nextTowards(y)` is `NaN` if either `x` or `y` are `NaN`.
 * - `x.nextTowards(y) = x` if `x` is `NaN` and `y` is any non-`NaN` number.
 * - `x.nextTowards(y)` is `-x` if `x` is `NaN` and `y` is any non-`NaN` number.
 * - `x.nextTowards(y)` is `x` if `x` is `+0` and `y` is `+0`.
 * - `x.nextTowards(y)` is `-x` if `x` is `-0` and `y` is `-0`.
 * - `x.nextTowards(y)` is `y` if `x` is finite and `y` is `+Infinity`.
 * - `x.nextTowards(y)` is `-y` if `x` is finite and `y` is `-Infinity`.
 * - `x.nextTowards(y)` is `-Infinity` if `x` is `-Infinity` and `y` is any non-`NaN` number.
 * - `x.nextTowards(y)` is `+Infinity` if `x` is `+Infinity` and `y` is any non-`NaN` number.
 * - `x.nextTowards(y)` is `+0` if `x` is `-0` and `y` is `+0`.
 * - `x.nextTowards(y)` is `-0` if `x` is `+0` and `y` is `-0`.
 * - `x.nextTowards(y)` is `x` if `x` is a non-zero finite number and `y` is any non-zero finite number.
 */
@SinceKotlin("1.2")
public actual fun Double.nextTowards(to: Double): Double = when {
    this.isNaN() || to.isNaN() -> Double.NaN
    to == this -> to
    to > this -> this.nextUp()
    else /* to < this */ -> this.nextDown()
}

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 * Special cases:\n * - if `x` is finite then `roundToInt()` is\n *   the nearest integer to `x` and\n *   `roundToInt()` is `x` if `x` is an integer.
 * - `x.roundToInt()` is `NaN` if `x` is `NaN`.
 */
@SinceKotlin("1.2")
public actual fun Double.roundToInt(): Int = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Int.MAX_VALUE -> Int.MAX_VALUE
    this < Int.MIN_VALUE -> Int.MIN_VALUE
    else ->
        nativeMath.round(this.unsafeCast<Double>().toDouble()).toInt()
}

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 * Special cases:\n * - if `x` is finite then `roundToLong()` is\n *   the nearest integer to `x` and\n *   `roundToLong()` is `x` if `x` is an integer.
 * - `x.roundToLong()` is `NaN` if `x` is `NaN`.
 */
@SinceKotlin("1.2")
public actual fun Double.roundToLong(): Long = when {
    isNaN() -> throw IllegalArgumentException("Cannot round NaN value.")
    this > Long.MAX_VALUE -> Long.MAX_VALUE
    this < Long.MIN_VALUE -> Long.MIN_VALUE
    else ->
        nativeMath.round(this.unsafeCast<Double>().toDouble()).toLong()
}

Float Math ===============

/** Computes the sine of the angle [x] given in radians.
 * Special cases:\n * - `sin(NaN|+Inf|-Inf)` is `NaN`.
 */
@SinceKotlin("1.2")
public actual inline fun sin(x: Float): Float = nativeMath.sin(x.toDouble()).toFloat()

/** Computes the cosine of the angle [x] given in radians.
 * Special cases:\n * - `cos(NaN|+Inf|-Inf)` is `NaN`.
 */
@SinceKotlin("1.2")
public actual inline fun cos(x: Float): Float = nativeMath.cos(x.toDouble()).toFloat()

/** Computes the tangent of the angle [x] given in radians.
 * Special cases:\n * - `tan(NaN|+Inf|-Inf)` is `NaN`.
 */
@SinceKotlin("1.2")
public actual inline fun tan(x: Float): Float = nativeMath.tan(x.toDouble()).toFloat()

/** Computes the arc sine of the value [x] in radians.
 * Special cases:\n * - `asin(x)` is `NaN` when `abs(x)` > `1`.
 */
@SinceKotlin("1.2")
public actual inline fun asin(x: Float): Float = nativeMath.asin(x.toDouble()).toFloat()

/** Computes the arc cosine of the value [x] in radians.
 * Special cases:\n * - `acos(x)` is `NaN` when `abs(x)` > `1`.
 */
@SinceKotlin("1.2")
public actual inline fun acos(x: Float): Float = nativeMath.acos(x.toDouble()).toFloat()

/** Computes the arc tangent of the value [x] in radians.
 * Special cases:\n * - `atan(x)` is `NaN` when `abs(x)` > `1`.
 */
@SinceKotlin("1.2")
public actual inline fun atan(x: Float): Float = nativeMath.atan(x.toDouble()).toFloat()

/** Returns the angle `theta` of the polar coordinates `(r, theta)` that correspond to the rectangular coordinates `(x, y)` by computing the arc tangent of the value \( y/x \)\n * Special cases:\n * - `atan2(0.0, 0.0)` is `0.0`.
 * - `atan2(x, 0.0)` is `0.0` if `x > 0` and `-Pi/2` if `x < 0`\n * Special cases:\n * - `atan2(-0.0, x)` is `-0.0` if `x > 0` and `Pi/2` if `x < 0`\n * - `atan2(y, +Inf)` is `0.0` for `0 < y < +Inf` and `-0.0` for `-Inf < y < 0`\n * - `atan2(y, -Inf)` is `Pi` for `0 < y < +Inf` and `-Pi` for `-Inf < y < 0`\n * - `atan2(+Inf, x)` is `Pi/2` for finite `y`\n * - `atan2(-Inf, x)` is `-Pi/2` for finite `y`\n * - `atan2(0, 0)` is `NaN` when `x` or `y` is `NaN`\n * - `atan2(y, +Inf)` is `NaN` when `x` is `+Inf` and `y` is finite\n * - `atan2(y, -Inf)` is `NaN` when `x` is `-Inf` and `y` is finite\n * - `atan2(+Inf, +Inf)` is `NaN`\n * - `atan2(-Inf, +Inf)` is `NaN`\n * - `atan2(+Inf, -Inf)` is `NaN`\n * - `atan2(-Inf, -Inf)` is `NaN`\n */
@SinceKotlin("1.2")
public actual inline fun atan2(y: Float, x: Float): Float = nativeMath.atan2(y.toDouble(), x.toDouble()).toFloat()
inf\n*\n\n@SinceKotlin("1.2")\n@InlineOnly\n\npublic actual inline fun sinh(x: Float): Float = 
nativeMath.sinh(x.toDouble()).toFloat()

/**
 * Computes the hyperbolic cosine of the value \([x]\).
 * Special cases:
 * - `cosh(NaN)` is `NaN`
 * - `cosh(+Inf)` is `+Inf`
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun cosh(x: Float): Float = 
nativeMath.cosh(x.toDouble()).toFloat()

/**
 * Computes the hyperbolic tangent of the value \([x]\).
 * Special cases:
 * - `tanh(NaN)` is `NaN`
 * - `tanh(+Inf)` is `+Inf`
 * - `tanh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline fun tanh(x: Float): Float = 
nativeMath.tanh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic sine of the value \([x]\).
 * Special cases:
 * - `asinh(NaN)` is `NaN`
 * - `asinh(+Inf)` is `+Inf`
 * - `asinh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline 
fun asinh(x: Float): Float = nativeMath.asinh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic cosine of the value \([x]\).
 * Special cases:
 * - `acosh(NaN)` is `NaN`
 * - `acosh(+Inf)` is `+Inf`
 * - `acosh(-Inf)` is `-Inf`
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline 
fun acosh(x: Float): Float = nativeMath.acosh(x.toDouble()).toFloat()

/**
 * Computes the inverse hyperbolic tangent of the value \([x]\).
 * Special cases:
 * - `tanh(NaN)` is `NaN`
 * - `tanh(+Inf)` is `1.0`
 * - `tanh(-Inf)` is `-1.0`
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline 
fun atanh(x: Float): Float = nativeMath.atanh(x.toDouble()).toFloat()

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.
 * Special cases:
 * - `sqrt(x)` is `NaN` for `x < 0`
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline 
fun hypot(x: Float, y: Float): Float = 
nativeMath.hypot(x.toDouble(), y.toDouble()).toFloat()

/**
 * Computes the positive square root of the value \([x]\).
 * Special cases:
 * - `sqrt(x)` is `NaN` when `x < 0`
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline 
fun sqrt(x: Float): Float = nativeMath.sqrt(x.toDouble()).toFloat()

/**
 * Computes `exp(x)`.
 * Special cases:
 * - `exp(NaN)` is `NaN`
 * - `exp(+Inf)` is `+Inf`
 * - `exp(-Inf)` is `0.0`
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline 
fun exp(x: Float): Float = nativeMath.exp(x.toDouble()).toFloat()

/**
 * Computes `expm1(x) = exp(x) - 1`.
 * Special cases:
 * - `expm1(NaN)` is `NaN`
 * - `expm1(+Inf)` is `+Inf`
 * - `expm1(-Inf)` is `-1.0`
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline 
fun expm1(x: Float): Float = nativeMath.expm1(x.toDouble()).toFloat()

/**
 * Computes `ln(x)` for `x > 0`.
 * Special cases:
 * - `ln(x)` is `NaN` when `x < 0` or `x` is `NaN`
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline 
fun ln(x: Float): Float = nativeMath.log(x.toDouble()).toFloat()

/**
 * Computes `log10(x)` for `x > 0`.
 * Special cases:
 * - `log10(x)` is `NaN` when `x < 0` or `x` is `NaN`
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline 
fun log10(x: Float): Float = nativeMath.log10(x.toDouble()).toFloat()

/**
 * Computes `log2(x)` for `x > 0`.
 * Special cases:
 * - `log2(x)` is `NaN` when `x < 0` or `x` is `NaN`
 */
@SinceKotlin("1.2")\n@InlineOnly
public actual inline 
fun log2(x: Float): Float = nativeMath.log2(x.toDouble()).toFloat()
nativeMath.log1p(x.toDouble()).toFloat()"n"**n * Rounds the given value [x] to an integer towards positive infinity."n"**n * @return the smallest Float value that is greater than or equal to the given value [x] and is a mathematical integer."n"**n * Special cases:"n"**n * - `cei(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer."n"**n * @n@Sinkotlin("1.2")@n@InlineOnly@npublic actual inline fun ceil(x: Float): Float = nativeMath.ceil(x.toDouble()).toFloat()"n"**n * Rounds the given value [x] to an integer towards negative infinity."n"**n * @return the largest Float value that is smaller than or equal to the given value [x] and is a mathematical integer."n"**n * Special cases:"n"**n * - `floor(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer."n"**n * @n@Sinkotlin("1.2")@n@InlineOnly@npublic actual inline fun floor(x: Float): Float = nativeMath.floor(x.toDouble()).toFloat()"n"**n * Rounds the given value [x] having its fractional part truncated."n"**n * Special cases:"n"**n * - `trunc(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer."n"**n * @n@Sinkotlin("1.2")@n@InlineOnly@npublic actual inline fun trunc(x: Float): Float = trunc(x.toDouble()).toFloat()"n"**n * Rounds the given value [x] towards the closest integer with ties rounded towards even integer."n"**n * Special cases:"n"**n * - `round(x)` is `x` where `x` is `NaN` or `+Inf` or `-Inf` or already a mathematical integer."n"**n * @n@Sinkotlin("1.2")@n@InlineOnly@npublic actual inline fun round(x: Float): Float = round(x.toDouble()).toFloat()"n"**n * Returns the absolute value of the given value [x]."n"**n * Special cases:"n"**n * - `-abs(NaN)` is `NaN`"n"**n * @see absoluteValue extension property for [Float]"n"**n * @n@Sinkotlin("1.2")@n@InlineOnly@npublic actual inline fun abs(x: Float): Float = nativeMath.abs(x.toDouble()).toFloat()"n"**n * Special cases:"n"**n * - `sign(NaN)` is `NaN`"n"**n * - `NaN.sign` is `NaN`

/**
 * Returns the smaller of two values.
 *
 * If either value is `NaN`, then the result is `NaN`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun min(a: Float, b: Float): Float = nativeMath.min(a, b)

/**
 * Returns the greater of two values.
 *
 * If either value is `NaN`, then the result is `NaN`.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun max(a: Float, b: Float): Float = nativeMath.max(a, b)

/**
 * Returns the absolute value of this value.
 *
 * Special cases:
 *   - `NaN.absoluteValue` is `NaN`
 *
 * @see abs function
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Float.absoluteValue: Float get() = nativeMath.abs(this.toDouble()).toFloat()

/**
 * Returns the sign of this value:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 *
 * Special case:
 *   - `NaN.sign` is `NaN`
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline val Float.sign: Float get() = nativeMath.sign(this.toDouble()).toFloat()

/**
 * Returns this value with the sign bit same as of the [sign] value.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Float.withSign(sign: Float): Float = this.toDouble().withSign(sign.toDouble()).toFloat()

/**
 * Returns this value with the sign bit same as of the [sign] value.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun Float.withSign(sign: Int): Float = this.toDouble().withSign(sign).toDouble().toFloat()

/**
 * Rounds this `Float` value to the nearest integer and converts the result to an integer.
 */
@SinceKotlin("1.2")
@InlineOnly
public actual inline fun roundToInt(): Int = this.toDouble().roundToInt().toInt()
Ties are rounded towards positive infinity. *in* special cases:

- `x.roundToLong()` == `Long.MAX_VALUE` when `x > Long.MAX_VALUE`
- `x.roundToLong()` == `Long.MIN_VALUE` when `x < Long.MIN_VALUE`

*in* @throws IllegalArgumentException when this value is `NaN`

*in* @SinceKotlin("1.2") @InlineOnly

```
public actual inline fun Float.roundToLong(): Long =

toDouble().roundToLong()*/
```

*Special cases:

- `x.roundToLong() == Long.MAX_VALUE` when `x > Long.MAX_VALUE`
- `x.roundToLong() == Long.MIN_VALUE` when `x < Long.MIN_VALUE`

@throws IllegalArgumentException when this value is `NaN`

*in* @SinceKotlin("1.2") @InlineOnly

```
public actual inline fun Float.roundToLong(): Long =

toDouble().roundToLong()*/
```

```
// endregion

// region ================ Integer Math

/**
 * Returns the absolute value of the given value [n]. * Special cases:

- `abs(Long.MIN_VALUE)` is `Long.MIN_VALUE` due to an overflow

*in* @SinceKotlin("1.2") @InlineOnly

```
public actual inline fun Abs(n: Long): Long = if (n < 0) -n else n
```

/**
 * Returns the smaller of two values.
 */

```
public actual inline fun min(a: Long, b: Long): Long = if (a <= b) a else b
```

/**
 * Returns the greater of two values.
 */

```
public actual inline fun max(a: Long, b: Long): Long = if (a >= b) a else b
```

/**
 * Returns the absolute value of this value. * Special cases:

- 'Int.MIN_VALUE.absoluteValue' is 'Int.MIN_VALUE' due to an overflow

*in* @SinceKotlin("1.2") @InlineOnly

```
public actual inline val Int.absoluteValue: Int get() = abs(this)
```

/**
 * Returns the sign of this value:

- `-1` if the value is negative,
- `0` if the value is zero,
- `1` if the value is positive

*in* @SinceKotlin("1.2") @InlineOnly

```
public actual val Int.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}
```

/**
 * Returns the absolute value of this value. * Special cases:

- `Long.MIN_VALUE.absoluteValue` is `Long.MIN_VALUE` due to an overflow

*in* @SinceKotlin("1.2") @InlineOnly

```
public actual inline val Long.absoluteValue: Long get() = Abs(this)
```

/**
 * Returns the sign of this value:

- `-1` if the value is negative,
- `0` if the value is zero,
- `1` if the value is positive

*in* @SinceKotlin("1.2") @InlineOnly

```
public actual val Long.sign: Int get() = when {
    this < 0 -> -1
    this > 0 -> 1
    else -> 0
}
```

/**
 * Counts the number of set bits in the binary representation of this [Int] number.

*in* @SinceKotlin("1.3") @ExperimentalStdlibApi

```
public actual fun Int.countOneBits(): Int {
    // Hacker's Delight 5-1 algorithm
    var v = this
    v = (v and 0x55555555) + (v.ushr(1) and 0x55555555)
    v = (v and 0x33333333) + (v.ushr(2) and 0x33333333)
    v = (v and 0x0F0F0F0F) + (v.ushr(4) and 0x0F0F0F0F)
    v = (v and 0x00FF00FF) + (v.ushr(8) and 0x00FF00FF)
    v = (v and 0x0000FFFF) + (v.ushr(16))
    return v
}
```

```
this [Int] number.

@SinceKotlin("1.3")@ExperimentalStdlibApi
@Suppress("DEPRECATION")@kotlin.internal.InlineOnly
public actual inline fun Int.countLeadingZeroBits(): Int = kotlin.js.Math.clz32(this)

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */

@SinceKotlin("1.3")@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public actual inline fun Int.countTrailingZeroBits(): Int =
    // Hacker's Delight 5-4 algorithm for expressing countTrailingZeroBits with countLeadingZeroBits
    Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()// Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()// Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()// Int.SIZE_BITS - (this or -this).inv().countLeadingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number.
 */

@SinceKotlin("1.3")@ExperimentalStdlibApi
public actual fun Int.takeHighestOneBit(): Int =
    if (this == 0) 0 else 1 shl(Int.SIZE_BITS - 1 - countLeadingZeroBits())// Int.SIZE_BITS - 1 - countLeadingZeroBits()// Int.SIZE_BITS - 1 - countLeadingZeroBits()// Int.SIZE_BITS - 1 - countLeadingZeroBits()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number.
 */

@SinceKotlin("1.3")@ExperimentalStdlibApi
public actual fun Int.takeLowestOneBit(): Int =
    // Hacker's Delight 2-1 algorithm for isolating rightmost 1-bit
    this and -this

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 */

@SinceKotlin("1.3")@ExperimentalStdlibApi
public actual fun Int.rotateLeft(bitCount: Int): Int =
    shl(bitCount) or ushr(Int.SIZE_BITS - bitCount)

/**
 * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.
 */

@SinceKotlin("1.3")@ExperimentalStdlibApi
public actual fun Int.rotateRight(bitCount: Int): Int =
    shl(Int.SIZE_BITS - bitCount) or ushr(bitCount)

/**
 * Counts the number of set bits in the binary representation of this [Long] number.
 */

@SinceKotlin("1.3")@ExperimentalStdlibApi
public actual fun Long.countOneBits(): Int =
    high.countOneBits() + low.countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.
 */

@SinceKotlin("1.3")@ExperimentalStdlibApi
public actual fun Long.countLeadingZeroBits(): Int =
    when (val high = this.high) {
        0 -> Int.SIZE_BITS + low.countLeadingZeroBits()
        else -> high.countLeadingZeroBits()
    }

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
 */

@SinceKotlin("1.3")@ExperimentalStdlibApi
public actual fun Long.countTrailingZeroBits(): Int =
    when (val low = this.low) {
        0 -> Int.SIZE_BITS + high.countTrailingZeroBits()
        else -> low.countTrailingZeroBits()
    }

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Long] number.
 */

@SinceKotlin("1.3")@ExperimentalStdlibApi
public actual fun Long.takeHighestOneBit(): Long =
    when (val high = this.high) {
        0 -> Long.SIZE_BITS + low.takeHighestOneBit()
        else -> Long(high.takeHighestOneBit())
    }

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Long] number.
 */

@SinceKotlin("1.3")@ExperimentalStdlibApi
public actual fun Long.takeLowestOneBit(): Long =
    when (val low = this.low) {
        0 -> Long(0, high.takeLowestOneBit())
        else -> Long(low.takeLowestOneBit())
    }

@SinceKotlin("1.3")@ExperimentalStdlibApi
public actual fun Long.takeLowestOneBit(): Long =
    when (val low = this.low) {
        0 -> Long(0, high.takeLowestOneBit())
        else -> Long(low.takeLowestOneBit())
    }
number.rotateLeft(n) == number.rotateLeft(n % 64)

@SinceKotlin("1.3")@ExperimentalStdlibApi
public actual fun Long.rotateLeft(bitCount: Int): Long {
    if ((bitCount and 31) != 0) {
        val low = this.low
        val high = this.high
        val newLow = low.shl(bitCount) or high.ushr(-bitCount)
        val newHigh = high.shl(bitCount) or low.ushr(-bitCount)
        return if ((bitCount and 32) == 0) Long(newLow, newHigh) else Long(newHigh, newLow)
    } else {
        return if ((bitCount and 32) == 0) this else Long(high, low)
    }
}

/**
 * Rotates the binary representation of this
[Long] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the
right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * number.rotateRight(-n) == number.rotateLeft(n)
 */
@SinceKotlin("1.3")@ExperimentalStdlibApi
@kotlin.internal.InlineOnly
public actual inline fun Long.rotateRight(bitCount: Int): Long = rotateLeft(-bitCount)

/**
 * Exposes the JavaScript [Promise
object](https://developer.mozilla.org/en/docs/Web/JavaScript/Reference/Global_Objects/Promise) to Kotlin.
 */
@Suppress("NOT_DOCUMENTED")
public open external class Promise<out T>(executor: (resolve: (T) -> Unit, reject: (Throwable) -> Unit) -> Unit) {
    @LowPriorityInOverloadResolution
    public open fun <S> then(onFulfilled: ((T) -> S)?): Promise<S>

    @LowPriorityInOverloadResolution
    public open fun <S> then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>

    public open fun <S> catch(onRejected: (Throwable) -> S): Promise<S>

    companion object {
        public fun <S> all(promise: Array<out Promise<S>>): Promise<Array<out S>>

        public fun <S> race(promise: Array<out Promise<S>>): Promise<S>

        public fun reject(e: Throwable): Promise<Nothing>

        public fun <S> resolve(e: S): Promise<S>
        public fun <S> resolve(e: Promise<S>): Promise<S>
    }
}

// It's workaround
for KT-19672 since we can fix it properly until KT-11265 isn't fixed.
inline fun <T, S> Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled)
}

inline fun <T, S> Promise<Promise<T>>.then(
    noinline onFulfilled: ((T) -> S)?,
    noinline onRejected: ((Throwable) -> S)?
): Promise<S> {
    return this.unsafeCast<Promise<T>>().then(onFulfilled, onRejected)
}

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

internal actual fun Long.rotateLeft(bitCount: Int): Long {
    return (bits: Long) -> Unit, reject: (Throwable) -> Unit) {
        @LowPriorityInOverloadResolution
        public actual fun Long.rotateRight(bitCount: Int): Long {
            return this
        }
    }
    public fun <S> then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>
    public fun <S> catch(onRejected: (Throwable) -> S): Promise<S>
    companion object {
        public fun <S> all(promise: Array<out Promise<S>>): Promise<Array<out S>>
        public fun <S> race(promise: Array<out Promise<S>>): Promise<S>
        public fun reject(e: Throwable): Promise<Nothing>
        public fun <S> resolve(e: S): Promise<S>
        public fun <S> resolve(e: Promise<S>): Promise<S>
    }
}

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

internal actual fun Long.rotateRight(bitCount: Int): Long {
    return (bits: Long) -> Unit, reject: (Throwable) -> Unit) {
        @LowPriorityInOverloadResolution
        public actual fun Long.rotateRight(bitCount: Int): Long {
            return this
        }
    }
    public fun <S> then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>
    public fun <S> catch(onRejected: (Throwable) -> S): Promise<S>
    companion object {
        public fun <S> all(promise: Array<out Promise<S>>): Promise<Array<out S>>
        public fun <S> race(promise: Array<out Promise<S>>): Promise<S>
        public fun reject(e: Throwable): Promise<Nothing>
        public fun <S> resolve(e: S): Promise<S>
        public fun <S> resolve(e: Promise<S>): Promise<S>
    }
}

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

internal actual fun Long.rotateRight(bitCount: Int): Long {
    return (bits: Long) -> Unit, reject: (Throwable) -> Unit) {
        @LowPriorityInOverloadResolution
        public actual fun Long.rotateRight(bitCount: Int): Long {
            return this
        }
    }
    public fun <S> then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>
    public fun <S> catch(onRejected: (Throwable) -> S): Promise<S>
    companion object {
        public fun <S> all(promise: Array<out Promise<S>>): Promise<Array<out S>>
        public fun <S> race(promise: Array<out Promise<S>>): Promise<S>
        public fun reject(e: Throwable): Promise<Nothing>
        public fun <S> resolve(e: S): Promise<S>
        public fun <S> resolve(e: Promise<S>): Promise<S>
    }
}

private val INV_2_26: Double = 2.0.pow(-26)
private val INV_2_53: Double = 2.0.pow(-53)
internal actual fun doubleFromParts(hi26: Int, low27: Int): Double =
    hi26 * INV_2_26 + low27 * INV_2_53

internal actual fun Long.rotateRight(bitCount: Int): Long {
    return (bits: Long) -> Unit, reject: (Throwable) -> Unit) {
        @LowPriorityInOverloadResolution
        public actual fun Long.rotateRight(bitCount: Int): Long {
            return this
        }
    }
    public fun <S> then(onFulfilled: ((T) -> S)?, onRejected: ((Throwable) -> S)?): Promise<S>
    public fun <S> catch(onRejected: (Throwable) -> S): Promise<S>
    companion object {
        public fun <S> all(promise: Array<out Promise<S>>): Promise<Array<out S>>
        public fun <S> race(promise: Array<out Promise<S>>): Promise<S>
        public fun reject(e: Throwable): Promise<Nothing>
        public fun <S> resolve(e: S): Promise<S>
        public fun <S> resolve(e: Promise<S>): Promise<S>
    }
}
KClassImpl<T }).jClass

/**
 * Obtains a `KClass` instance for the given constructor reference.
 */
val <T : Any> JsClass<T>.kotlin: KClass<T>
    get() = getKClass(this)

package kotlin.reflect.js.internal

import kotlin.reflect.*

internal abstract class KClassImpl<T : Any>(
    internal open val jClass: JsClass<T>
) : KClass<T> {
    override val annotations: List<Annotation>
        get() = TODO()
    override val constructors:
        Collection<KFunction<T>>
        get() = TODO()
    override val isAbstract: Boolean
        get() = TODO()
    override val isCompanion: Boolean
        get() = TODO()
    override val isData: Boolean
        get() = TODO()
    override val isFinal: Boolean
        get() = TODO()
    override val isOpen: Boolean
        get() = TODO()
    override val isSealed: Boolean
        get() = TODO()
    override val members: Collection<KCallable<*>>
        get() = TODO()
    override val nestedClasses:
        Collection<KClass<*>>
        get() = TODO()
    override val objectInstance: T?
        get() = TODO()
    override val qualifiedName: String?
        get() = TODO()
    override val supertypes: List<KType>
        get() = TODO()
    override val typeParameters: List<KTypeParameter>
        get() = TODO()
    override val sealedSubclasses: List<KClass<out T>>
        get() = TODO()
    override val visibility: KVisibility?
        get() = TODO()

    override fun equals(other: Any?): Boolean {
        return other is KClassImpl<*>
    }

    override fun hashCode(): Int = simpleName?.hashCode() ?: 0

    override fun toString(): String {
        return "class $simpleName"
    }
}

internal class SimpleKClassImpl<T : Any>(jClass: JsClass<T>) : KClassImpl<T>(jClass) {
    override val simpleName: String? = jClass.asDynamic().`$metadata$`?.simpleName.unsafeCast<String?>()

    override fun isInstance(value: Any?): Boolean {
        return jsIsType(value, jClass)
    }
}

internal class PrimitiveKClassImpl<T : Any>(
    jClass: JsClass<T>,
    private val givenSimpleName: String,
    private val isInstanceFunction: (Any?) -> Boolean
) : KClassImpl<T>(jClass) {
    override fun equals(other: Any?): Boolean {
        if (other !is PrimitiveKClassImpl<*>) return false
        return super.equals(other) && givenSimpleName == other.givenSimpleName
    }

    override fun isInstance(value: Any?): Boolean {
        return isInstanceFunction(value)
    }
}

internal object NothingKClassImpl : KClassImpl<Nothing>(js("Object")) {
    override val simpleName: String = "Nothing"

    override fun isInstance(value: Any?): Boolean = false

    override val jClass: JsClass<Nothing>
        get() = throw UnsupportedOperationException("There's no native JS class for Nothing type")

    override fun equals(other: Any?): Boolean = other === this

    override fun hashCode(): Int = 0
}
KTypeProjection.invariant(type)\n
@JsName("createContravariantKTypeProjection")
internal fun

package kotlin.reflect.js.internal

internal class KTypeImpl(
    override val classifier: KClassifier,
    override val arguments: List<KTypeProjection>,
    override val isMarkedNullable: Boolean
) : KType {
    override val annotations: List<Annotation>
        get() = emptyList()

    override fun equals(other: Any?): Boolean =
        other is KTypeImpl &&
        classifier == other.classifier &&
        arguments == other.arguments &&
        isMarkedNullable == other.isMarkedNullable

    override fun hashCode(): Int =
        (classifier.hashCode() * 31 + arguments.hashCode() * 31 +
         isMarkedNullable.hashCode() * 31) * 31

    override fun toString(): String {
        val kClass = (classifier as? KClass<*>)

        val classifierName = when {
            kClass == null -> classifier.toString()
            kClass.simpleName != null
                -> kClass.simpleName
            else -> "(non-denotable type)"
        }

        val args =
            if (arguments.isEmpty()) ""
            else arguments.joinToString(", ", "<", ">") { it.asString() }
        val nullable = if (isMarkedNullable) "?" else ""

        return classifierName + args + nullable
    }

    // TODO: this should be the implementation of KTypeProjection.toString, see KT-30071
    private fun KTypeProjection.asString(): String {
        if (variance == null) return "*
        return variance.prefixString() +
        type.toString()
    }
}

internal fun KVariance.prefixString() =
    when (this) {
        KVariance.INVARIANT -> ""
        KVariance.IN -> "in "
        KVariance.OUT -> "out "
    }

package kotlin.reflect.js.internal

import kotlin.js.JsClass

@JsName("PrimitiveClasses")
internal object PrimitiveClasses {

    @JsName("anyClass")
    val anyClass = PrimitiveKClassImpl(js("Object").unsafeCast<JsClass<Any>>(), "Any", { it is Any })

    @JsName("numberClass")
    val numberClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Number>>(), "Number", { it is Number })

    @JsName("nothingClass")
    val nothingClass = NothingKClassImpl

    @JsName("booleanClass")
    val booleanClass = PrimitiveKClassImpl(js("Boolean").unsafeCast<JsClass<Boolean>>(), "Boolean", { it is Boolean })

    @JsName("byteClass")
    val byteClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Byte>>(), "Byte", { it is Byte })

    @JsName("shortClass")
    val shortClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Short>>(), "Short", { it is Short })

    @JsName("intClass")
    val intClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Int>>(), "Int", { it is Int })

    @JsName("floatClass")
    val floatClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Float>>(), "Float", { it is Float })

    @JsName("doubleClass")
    val doubleClass = PrimitiveKClassImpl(js("Number").unsafeCast<JsClass<Double>>(), "Double", { it is Double })

    @JsName("arrayClass")
    val arrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<Array<*>>>(), "Array", { it is Array })

    @JsName("stringClass")
    val stringClass = PrimitiveKClassImpl(js("String").unsafeCast<JsClass<String>>(), "String", { it is String })

    @JsName("throwableClass")
    val throwableClass = PrimitiveKClassImpl(js("Error").unsafeCast<JsClass<Throwable>>(), "Throwable", { it is Throwable })
@JsName("booleanArrayClass")
val booleanArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<BooleanArray>>(), "BooleanArray", { it is BooleanArray })

@JsName("charArrayClass")
val charArrayClass = PrimitiveKClassImpl(js("Uint16Array").unsafeCast<JsClass<CharArray>>(), "CharArray", { it is CharArray })

@JsName("byteArrayClass")
val byteArrayClass = PrimitiveKClassImpl(js("Int8Array").unsafeCast<JsClass<ByteArray>>(), "ByteArray", { it is ByteArray })

@JsName("shortArrayClass")
val shortArrayClass = PrimitiveKClassImpl(js("Int16Array").unsafeCast<JsClass<ShortArray>>(), "ShortArray", { it is ShortArray })

@JsName("intArrayClass")
val intArrayClass = PrimitiveKClassImpl(js("Int32Array").unsafeCast<JsClass<IntArray>>(), "IntArray", { it is IntArray })

@JsName("longArrayClass")
val longArrayClass = PrimitiveKClassImpl(js("Array").unsafeCast<JsClass<LongArray>>(), "LongArray", { it is LongArray })

@JsName("floatArrayClass")
val floatArrayClass = PrimitiveKClassImpl(js("Float32Array").unsafeCast<JsClass<FloatArray>>(), "FloatArray", { it is FloatArray })

    @JsName("doubleArrayClass")
    val doubleArrayClass = PrimitiveKClassImpl(js("Float64Array").unsafeCast<JsClass<DoubleArray>>(), "DoubleArray", { it is DoubleArray })

    @JsName("functionClass")
    fun functionClass(arity: Int): KClassImpl<Any> {
        return functionClasses.get(arity) ?: run {
            val result = PrimitiveKClassImpl(js("Function").unsafeCast<JsClass<Any>>(), "Function$arity", { jsTypeOf(it) === "function" && it.asDynamic().length === arity })
            functionClasses.asDynamic()[arity] = result
            result
        }
    }

    private val functionClasses = arrayOfNulls<KClassImpl<Any>>(0)

    triplets
    /*
     * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
     * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
     */

    import kotlin.reflect.*
    import kotlin.reflect.js.internal.*

    @JsName("getKClass")
    internal fun <T : Any> getKClass(jClass: JsClass<T>): KClass<T> = getOrCreateKClass(jClass)

    @JsName("getKClassFromExpression")
    internal fun <T : Any> getKClassFromExpression(e: T): KClass<T> =
        when (jsTypeOf(e)) {
            "string" -> PrimitiveClasses.stringClass
            "number" -> if (jsBitwiseOr(e, 0).asDynamic() === e) PrimitiveClasses.intClass else PrimitiveClasses.doubleClass
            "boolean" -> PrimitiveClasses.booleanClass
            "function" -> PrimitiveClasses.functionClass(e.asDynamic().length)
            else -> {
                when {
                    e is BooleanArray -> PrimitiveClasses.booleanArrayClass
                    e is CharArray -> PrimitiveClasses.charArrayClass
                    e is ByteArray -> PrimitiveClasses.byteArrayClass
                    e is ShortArray -> PrimitiveClasses.shortArrayClass
                    e is IntArray -> PrimitiveClasses.intArrayClass
                    e is LongArray -> PrimitiveClasses.longArrayClass
                    e is FloatArray -> PrimitiveClasses.floatArrayClass
                    e is DoubleArray -> PrimitiveClasses.doubleArrayClass
                    e is KClass<*> -> KClass::class
                    else -> PrimitiveClasses.arrayClass
                }
            }
        }

    private fun <T : Any> getOrCreateKClass(jClass: JsClass<T>): KClass<T> {
        if (jClass === js("String")) return PrimitiveClasses.stringClass.unsafeCast<KClass<T>>()

        val metadata = jClass.asDynamic()."$metadata$"
        return if (metadata."$kClass$" == null) {
            val kClass = SimpleKClassImpl(jClass)
            metadata."$kClass$" = kClass
            kClass
        } else {
            SimpleKClassImpl(jClass)"$kClass$", "$metadata$"}
    }

    triplets
    /*
     * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
     * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
     */


kotlin.js

```kotlin
/**
 */
@Suppress("NOT_DOCUMENTED")
public external class RegExp(pattern: String, flags: String? = definedExternally) {
    public fun test(str: String): Boolean
    public fun exec(str: String): RegExpMatch?

    public override fun toString(): String

    public var lastIndex: Int

    public val global: Boolean
    public val ignoreCase: Boolean
    public val multiline: Boolean
}

/**
 * Resets the regular expression so that subsequent [RegExp.test] and [RegExp.exec] calls will match starting with the beginning of the input string.
 */
public fun RegExp.reset() {
    lastIndex = 0
}

/**
 * Represents the return value of [RegExp.exec].
 */
@Suppress("NOT_DOCUMENTED")
public external interface RegExpMatch {
    public val index: Int
    public val input: String
    public val length: Int
}

/**
 * Returns the entire text matched by [RegExp.exec] if the [index] parameter is 0, or the text matched by the capturing parenthesis at the given index.
 */

/**
 * Converts the result of [RegExp.exec] to an array where the first element contains the entire matched text and each subsequent element is the text matched by each capturing parenthesis.
 */
public inline fun RegExpMatch.asArray(): Array<out String?> = unsafeCast<Array<out String?>>()
```

---

Open Source Used In DCNM 12.12.0(2) 10605

---

*Note: The reverse operation may produce new surrogate pairs that were unpaired low-
surrogates and high-surrogates before the operation.

For example, reversing `\uDC00\uD800` produces `\uD800\uDC00` which is a valid surrogate pair.

* @SinceKotlin("1.3") @ExperimentalStdlibApi

actual fun append(value: Boolean): StringBuilder { return this
    * @SinceKotlin("1.3") @ExperimentalStdlibApi

actual fun append(value: CharArray): StringBuilder {
    string += value.concatToString()
    return this
}

* @SinceKotlin("1.3") @ExperimentalStdlibApi

actual fun append(value: Any?): StringBuilder {
    string += value.toString()
    return this
}

* @SinceKotlin("1.3") @ExperimentalStdlibApi

actual fun reverse(): StringBuilder {
    var reversed = ""
    var index = string.length - 1
    while (index >= 0) {
        val low = string[index--]
        if (low.isLowSurrogate() && index >= 0) {
            reversed = reversed + low + high
            index = index - 1
        } else {
            reversed += low
        }
    }
    string = reversed
    return this
}

* @SinceKotlin("1.3") @ExperimentalStdlibApi

actual fun ensureCapacity(minimumCapacity: Int) { if (this.asDynamic().capacity == undefined)
maxOf(this.asDynamic().capacity, length) else length

* @SinceKotlin("1.3") @ExperimentalStdlibApi

actual fun capacity(): Int = if (this.asDynamic().capacity !== undefined)
this.asDynamic()._capacity else length

* @SinceKotlin("1.3") @ExperimentalStdlibApi

actual fun indexOf(string: String): Int = if (this.string.asDynamic().indexOf(string, startIndex) == -1)
maxOf(this.asDynamic().capacity, length) else length

* @SinceKotlin("1.3") @ExperimentalStdlibApi

actual fun lastIndexOf(string: String, startIndex: Int): Int = if (this.string.asDynamic().lastIndexOf(string, startIndex) == -1)
maxOf(this.asDynamic().capacity, length) else length

* @SinceKotlin("1.3") @ExperimentalStdlibApi

actual fun indexOf(string: String, startIndex: Int): Int = if (this.string.asDynamic().indexOf(string, startIndex) == -1)
maxOf(this.asDynamic().capacity, length) else length

* @SinceKotlin("1.3") @ExperimentalStdlibApi

actual fun appendappend(value: CharArray): StringBuilder {
    string += value.concatToString()
    return this
}

* @SinceKotlin("1.3") @ExperimentalStdlibApi

actual fun append(value: Any?): StringBuilder {
    string += value.toString()
    return this
}

* @SinceKotlin("1.3") @ExperimentalStdlibApi

actual fun reverse(): StringBuilder {
    var reversed = ""
    var index = string.length - 1
    while (index >= 0) {
        val low = string[index--]
        if (low.isLowSurrogate() && index >= 0) {
            reversed = reversed + low + high
            index = index - 1
        } else {
            reversed += low
        }
    }
    string = reversed
    return this
}
builder at the specified [index] and returns this instance.
* The overall effect is exactly as if the [value] were converted to a string by the `value.toString()` method.
* and then that string was inserted into this string builder at the specified [index].
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: Boolean): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value + string.substring(index)
* return this
*/
*
* Inserts the specified character [value] into this string builder at the specified [index] and returns this instance.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: Char): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value.concatToString() + string.substring(index)
* return this
*/
*
* Inserts characters in the specified character array [value] into this string builder at the specified [index] and returns this instance.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: CharArray): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value + string.substring(index)
* return this
*/
*
* Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: Any?): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value.toString() + string.substring(index)
* return this
*/
*
* Inserts characters in the specified object [value] into this string builder at the specified [index] and returns this instance.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: String): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value + string.substring(index)
* return this
*/
*
* Inserts the specified character sequence into this string builder at the specified [index] and returns this instance.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: Boolean): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value + string.substring(index)
* return this
*/
*
* Inserts the specified character [value] into this string builder at the specified [index] and returns this instance.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: Char): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value + string.substring(index)
* return this
*/
*
* Inserts the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: Any?): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value.toString() + string.substring(index)
* return this
*/
*
* Inserts characters in the specified object [value] into this string builder at the specified [index] and returns this instance.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: String): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value + string.substring(index)
* return this
*/
*
* Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: CharArray): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value + string.substring(index)
* return this
*/
*
* Inserts characters in the specified character array [value] into this string builder at the specified [index] and returns this instance.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: Char): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value + string.substring(index)
* return this
*/
*
* Inserts the specified character [value] into this string builder at the specified [index] and returns this instance.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: Boolean): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value + string.substring(index)
* return this
*/
*
* Inserts the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: Any?): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value.toString() + string.substring(index)
* return this
*/
*
* Inserts characters in the specified object [value] into this string builder at the specified [index] and returns this instance.
* @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: String): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value + string.substring(index)
* return this
*/
*
* Inserts characters in the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
* @SinceKotlin("1.3")
* @ExperimentalStdlibApi
* actual fun insert(index: Int, value: CharArray): StringBuilder {
* AbstractList.checkPositionIndex(index, length)
* string = string.substring(0, index) + value + string.substring(index)
* return this
*/
*
* Inserts characters in the specified character array [value] into this string builder at the specified [index] and returns this instance.
less than zero or greater than the length of this string builder.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
actual fun substring(startIndex: Int): String {
    AbstractList.checkPositionIndex(startIndex, length) return string.substring(startIndex)
} /*@

Returns a new [String] that contains characters in this string builder at [startIndex] (inclusive) and up to the [endIndex] (exclusive).

@SinceKotlin("1.3")
@ExperimentalStdlibApi
actual fun substring(startIndex: Int, endIndex: Int): String {
    AbstractList.checkBoundsIndexes(startIndex, endIndex, length) return string.substring(startIndex, endIndex)
} /*@

Attempts to reduce storage used for this string builder. If the backing storage of this string builder is larger than necessary to hold its current content, then it may be resized to become more space efficient.

Calling this method may, but is not required to, affect the value of the [capacity] property.

In Kotlin/JS implementation of StringBuilder the size of the backing storage is always equal to the length of the string builder.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
actual fun trimToSize() {
    if (this.asDynamic()._capacity !== undefined) {
        this.asDynamic()._capacity = length
    }
}

override fun toString(): String = string

@SinceKotlin("1.3")
public fun clear(): StringBuilder {
    string = ""
    return this
}

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public operator fun set(index: Int, value: Char) {
    AbstractList.checkElementIndex(index, length)
    string = string.substring(0, index) + value + string.substring(index + 1)
} /*@

Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder {
    checkReplaceRange(startIndex, endIndex, length)
    string = string.substring(0, startIndex) + value + string.substring(endIndex)
    return this
} /*@

Sets the character at the specified [index] to the specified [value].

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun deleteAt(index: Int): StringBuilder {
    AbstractList.checkElementIndex(index, length)
    string = string.substring(0, index) + string.substring(index + 1)
} /*@

Removes the character at the specified [index] from this string builder and returns this instance.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {
    checkReplaceRange(startIndex, endIndex, length)
    string = string.substring(0, startIndex) + string.substring(endIndex)
    return this
} /*@

Copies characters from this string builder into the [destination] character array.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun deleteAt(index: Int): StringBuilder {
    AbstractList.checkElementIndex(index, length)
    string = string.substring(0, index) + string.substring(index + 1)
    return this
} /*@

Removes characters in the specified range from this string builder and returns this instance.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun deleteRange(startIndex: Int, endIndex: Int): StringBuilder {
    checkReplaceRange(startIndex, endIndex, length)
    string = string.substring(0, startIndex) + string.substring(endIndex)
    return this
} /*@

Removes the character at the specified [index] from this string builder and returns this instance.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun replaceAt(index: Int, newChar: Char): Char {
    AbstractList.checkElementIndex(index, length)
    string = string.substring(0, index) + newChar + string.substring(index + 1)
    return newChar
} /*@

Replaces the character at the specified [index] with the specified [newChar] and returns this instance.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun replaceRange(startIndex: Int, endIndex: Int, chars: Collection<Char>): String {
    checkReplaceRange(startIndex, endIndex, length)
    string = string.substring(0, startIndex) + string.substring(endIndex)
    return this
} /*@

Removes the character at the specified [index] from this string builder and returns this instance.

If the [Char] at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun replaceRange(startIndex: Int, endIndex: Int, chars: String): String {
    checkReplaceRange(startIndex, endIndex, length)
    string = string.substring(0, startIndex) + string.substring(endIndex)
    return this
} /*@

Removes characters in the specified range from this string builder and returns this instance.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun replaceRange(startIndex: Int, endIndex: Int, chars: String): String {
    checkReplaceRange(startIndex, endIndex, length)
    string = string.substring(0, startIndex) + string.substring(endIndex)
    return this
} /*@
beginning (inclusive) of the range to copy, 0 by default.

* @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.

* @throws IndexOutOfBoundsException or [IllegalArgument] when [start]Index or [end]Index is out of range of this string builder indices or when `start > end`Index'.

* @throws IndexOutOfBoundsException or [IllegalArgument] when the subrange doesn't fit into the [destination] array starting at the specified [destinationOffset].

* or when that index is out of the [destination] array indices range.

*/

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun toCharArray(destination: CharArray, destinationOffset: Int = 0, start: Int = 0, end: Int = this.length) {

AbstractList.checkBoundsIndexes(start, end, length)

var dstIndex = destinationOffset
for (index in start until end) {
    destination[dstIndex++]
}

/**
   * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
   *
   * @param value the array from which characters are appended.
   *
   * @param startIndex the beginning (inclusive) of the subarray to append.
   *
   * @param endIndex the end (exclusive) of the subarray to append.
   *
   * @throws IndexOutOfBoundsException or [IllegalArgument] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
   */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {

    string += value.concatToString(startIndex, endIndex)
    return this
}

/**
   * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.
   *
   * @param value the character sequence from which a subsequence is appended. If [value] is `null`, then characters are appended as if [value] contained the four characters `null`.
   *
   * @param startIndex the beginning (inclusive) of the subsequence to append.
   *
   * @param endIndex the end (exclusive) of the subsequence to append.
   *
   * @throws IndexOutOfBoundsException or [IllegalArgument] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
   */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun appendRange(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder {

    val stringCsq = value.toString()
    AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)

    string += stringCsq.substring(startIndex, endIndex)
    return this
}

/**
   * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
   *
   * The inserted characters go in same order as in the [value] array, starting at [index].
   *
   * @param index the position in this string builder to insert at.
   *
   * @param value the array from which characters are inserted.
   *
   * @param startIndex the beginning (inclusive) of the subarray to insert.
   *
   * @param endIndex the end (exclusive) of the subarray to insert.
   *
   * @throws IndexOutOfBoundsException or [IllegalArgument] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
   *
   * @throws IndexOutOfBoundsException if [index] is less than zero or greater than the length of this string builder.
   */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder {

    AbstractList.checkPositionIndex(index, this.length)

    string = string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)
    return this
}

/**
   * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
   *
   * The inserted characters go in same order as in the [value] character sequence, starting at [index].
   *
   * @param index the position in this string builder to insert at.
   *
   * @param value the character sequence from which a subsequence is inserted. If [value] is `null`, then characters will be inserted as if [value] contained the four characters `null`.
   *
   * @param startIndex the beginning (inclusive) of the subsequence to insert.
   *
   * @param endIndex the end (exclusive) of the subsequence to insert.
   *
   * @throws IndexOutOfBoundsException or [IllegalArgument] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
   */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder {

    val stringCsq = value.toString()
    AbstractList.checkPositionIndex(index, this.length)

    string = string.substring(0, index) + value.concatToString(startIndex, endIndex) + string.substring(index)
    return this
}
public fun insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder {
        val stringCsq = value.toString()
        AbstractList.checkPositionIndex(index, length)
        AbstractList.checkBoundsIndexes(startIndex, endIndex, stringCsq.length)
        string = string.substring(0, index) + stringCsq.substring(startIndex, endIndex) + string.substring(index)
        return this
    }

/**
 * Clears the content of this string builder making it empty and returns this instance.
 * @sample samples.text.Strings.clearStringBuilder
 */
@SinceKotlin("1.3")
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.clear(): StringBuilder = this.clear()

/**
 * Sets the character at the specified [index] to the specified [value].
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline operator fun StringBuilder.set(index: Int, value: Char) = this.set(index, value)

/**
 * Replaces characters in the specified range of this string builder with characters in the specified string [value] and returns this instance.
 * @param startIndex the beginning (inclusive) of the range to replace.
 * @param endIndex the end (exclusive) of the range to replace.
 * @param value the string to replace with.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] if [startIndex] is less than zero, greater than the length of this string builder, or `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.setRange(startIndex: Int, endIndex: Int, value: String): StringBuilder =
        this.setRange(startIndex, endIndex, value)

/**
 * Removes the character at the specified [index] from this string builder and returns this instance.
 * If the `Char` at the specified [index] is part of a supplementary code point, this method does not remove the entire supplementary character.
 * @param index the index of `Char` to remove.
 * @throws IndexOutOfBoundsException if [index] is out of bounds of this string builder or `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteAt(index: Int): StringBuilder = this.deleteAt(index)

/**
 * Removes characters in the specified range from this string builder and returns this instance.
 * @param startIndex the beginning (inclusive) of the range to remove.
 * @param endIndex the end (exclusive) of the range to remove.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.deleteRange(startIndex: Int, endIndex: Int): StringBuilder = this.deleteRange(startIndex, endIndex)

/**
 * Copies characters from this string builder into the [destination] character array.
 * @param destination the array to copy to.
 * @param destinationOffset the position in the array to copy to, 0 by default.
 * @param startIndex the beginning (inclusive) of the range to copy, 0 by default.
 * @param endIndex the end (exclusive) of the range to copy, length of this string builder by default.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of this string builder indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE", "ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual inline fun StringBuilder.toCharArray(destination: CharArray, destinationOffset: Int = 0, startIndex: Int = 0, endIndex: Int = this.length) =
        this.toCharArray(destination, destinationOffset, startIndex, endIndex)

/**
 * Appends characters in a subarray of the specified character array [value] to this string builder and returns this instance.
 * Characters are appended in order, starting at specified [destinationOffset].
 * @param value the array from which characters are appended.
 * @param startIndex the beginning (inclusive) of the subarray to append.
 * @param endIndex the end (exclusive) of the subarray to append.
 * @throws IndexOutOfBoundsException or
 */
IllegalArgumentException} when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.

@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.appendRange(value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

/**
 * Appends a subsequence of the specified character sequence [value] to this string builder and returns this instance.
 * @param value the character sequence from which a subsequence is appended.
 * @param startIndex the beginning (inclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.appendRange(value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder =
    this.appendRange(value, startIndex, endIndex)

/**
 * Inserts characters in a subarray of the specified character array [value] into this string builder at the specified [index] and returns this instance.
 * @param index the position in this string builder to insert at.
 * @param value the array from which characters are inserted.
 * @param startIndex the beginning (inclusive) of the subarray to insert.
 * @param endIndex the end (exclusive) of the subarray to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] array indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharArray, startIndex: Int, endIndex: Int): StringBuilder =
    this.insertRange(index, value, startIndex, endIndex)

/**
 * Inserts characters in a subsequence of the specified character sequence [value] into this string builder at the specified [index] and returns this instance.
 * @param index the position in this string builder to insert at.
 * @param value the character sequence from which a subsequence is inserted.
 * @param startIndex the beginning (inclusive) of the subsequence to insert.
 * @param endIndex the end (exclusive) of the subsequence to insert.
 * @throws IndexOutOfBoundsException or [IllegalArgumentException] when [startIndex] or [endIndex] is out of range of the [value] character sequence indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@Suppress("EXTENSION_SHADOWED_BY_MEMBER", "NOTHING_TO_INLINE")
public actual inline fun StringBuilder.insertRange(index: Int, value: CharSequence?, startIndex: Int, endIndex: Int): StringBuilder =
    this.insertRange(index, value, startIndex, endIndex)

package kotlin.text

// actually \s is enough to match all whitespace, but \xA0 added because of different regexp behavior of Rhino used in Selenium tests

public actual fun Char.isWhitespace(): Boolean =
    toString().matches("[\s\xA0\n\r\t\f\v]")

@kotlin.internal.InlineOnly
public actual inline fun Char.toLowerCase(): Char =
    js("String.fromCharCode")((toInt()).toLowerCase().charCodeAt(0).unsafeCast<Int>().toChar())

@kotlin.internal.InlineOnly
public actual inline fun Char.toUpperCase(): Char =
    js("String.fromCharCode")((toInt()).toUpperCase().charCodeAt(0).unsafeCast<Int>().toChar())

/**
 * Returns `true` if this character is a Unicode high-surrogate code unit (also known as leading-surrogate code unit).
 */
@kotlin.internal.InlineOnly
public actual fun Char.isHighSurrogate(): Boolean =
    this in

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.text
/**
 * Returns `true` if this character is a Unicode low-surrogate code unit (also known as trailing-surrogate code unit).
 */
public actual fun Char.isLowSurrogate(): Boolean = this in Char.MIN_LOW_SURROGATE..Char.MAX_LOW_SURROGATE

/*
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.text

/**
 * Returns `true` if the contents of this string is equal to the word "true", ignoring case, and 'false' otherwise.
 */
public actual fun String.toBoolean(): Boolean = toLowerCase() == "true"

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toByte(): Byte = toByteOrNull() ?: numberFormatException(this)

/**
 * Parses the string as a signed [Byte] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toByte(radix: Int): Byte = toByteOrNull(radix) ?: numberFormatException(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toShort(): Short = toShortOrNull() ?: numberFormatException(this)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toShort(radix: Int): Short = toShortOrNull(radix) ?: numberFormatException(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toInt(): Int = toIntOrNull() ?: numberFormatException(this)

/**
 * Parses the string as an [Int] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toInt(radix: Int): Int = toIntOrNull(radix) ?: numberFormatException(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toLong(): Long = toLongOrNull() ?: numberFormatException(this)

/**
 * Parses the string as a [Long] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 * @throws IllegalArgumentException when [radix] is not a valid radix for string to number conversion.
 */
public actual fun String.toLong(radix: Int): Long = toLongOrNull(radix) ?: numberFormatException(this)

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
public actual fun String.toDouble(): Double = (+(this.asDynamic())).unsafeCast<Double>().also { if (it.isNaN() && !this.isNaN() || it == 0.0 && this.isBlank()) numberFormatException(this) }

/**
 * Parses the string as a [Float] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@kotlin.internal.InlineOnly
public actual inline fun String.toFloat(): Float = toDouble().unsafeCast<Float>()

/**
 * Parses the string as a [Double] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Byte.toString(radix: Int): String = this.toInt().toString(radix)

/**
 * Parses the string as a [Short] number and returns the result.
 * @throws NumberFormatException if the string is not a valid representation of a number.
 */
@SinceKotlin("1.2")
@kotlin.internal.InlineOnly
public actual inline fun Short.toString(radix: Int): String = this.toInt().toString(radix)
this [Int] value in the specified [radix].

* @throws IllegalArgumentException when [radix] is not a valid radix for number to string conversion.

*/
@SinceKotlin("1.2")
public actual fun Int.toString(radix: Int): String =
asDynamic().toString(checkRadix(radix))

private fun String.isNaN(): Boolean = when (this.toLowerCase()) {
    "nan", "+nan", "-nan" -> true
    else -> false
}

/**
 * Checks whether the given [radix] is valid radix for string to number and number to string conversion.
 */
@PublishedApi
internal actual fun checkRadix(radix: Int): Int {
    if (radix !in 2..36) {
        throw IllegalArgumentException("radix $radix was not in valid range 2..36")
    }
    return radix
}

internal actual fun digitOf(char: Char, radix: Int): Int = when {
    char >= '0' && char <= '9' -> char - '0'
    char >= 'A' && char <= 'Z' -> char - 'A' + 10
    char >= 'a' && char <= 'z' -> char - 'a' + 10
    else -> -1
}.let { if (it >= radix) -1 else it }

/*
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package kotlin.text

import kotlin.js.RegExp

/**
 * Provides enumeration values to use to set regular expression options.
 */
public actual enum class RegexOption(val value: String) {
    /** Enables case-insensitive matching. */
    IGNORE_CASE("i"),
    /** Enables multiline mode. */
    MULTILINE("m")
}

/**
 * Represents the results from a single capturing group within a [MatchResult] of [Regex].
 */
public actual data class MatchGroup(actual val value: String)

/**
 * Represents a compiled regular expression.
 * Provides functions to match strings in text with a pattern, replace the found occurrences and split text around matches.
 */
public actual class Regex actual constructor(pattern: String, options: Set<RegexOption>) {
    /** Creates a regular expression from the specified [pattern] string and the specified single [option]. */
    constructor(pattern: String, option: RegexOption) : this(pattern, setOf(option))
    /** Creates a regular expression from the specified [pattern] string and the default options. */
    constructor(pattern: String) : this(pattern, emptySet())

    /** The pattern string of this regular expression. */
    public actual val pattern: String
    /** The set of options that were used to create this regular expression. */
    public actual val options: Set<RegexOption>
    private val nativePattern: RegExp = RegExp(pattern, options.map { it.value }.joinToString(separator = "") + "g")

    /** Indicates whether the regular expression matches the entire [input]. */
    fun containsMatchIn(input: CharSequence): Boolean = nativePattern.test(input.toString())

    /** Returns a sequence of all occurrences of a regular expression within the [input] string, beginning at the specified [startIndex]. */
    fun findAll(input: CharSequence, startIndex: Int = 0): Sequence<MatchResult> =
        generateSequence({ find(input, startIndex) }, { match -> match.next() })

    /** Attempts to match the entire [input] CharSequence against the pattern. */
    fun matchEntire(input: CharSequence): MatchResult?
        if (pattern.startsWith('^') &&
            @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
        }
pattern.endsWith('$')
            return find(input)
        else
            return
    }

    /**
     * Replaces all occurrences of this regular expression in the specified [input] string with specified [replacement] expression.
     *
     * @param replacement A replacement expression that can include substitutions. See
     */
    public actual fun replace(input: CharSequence, replacement: String): String = input.toString().nativeReplace(nativePattern, replacement)

    /**
     * Replaces all occurrences of this regular expression in the specified [input] string with
     * the result of [transform] that takes [MatchResult] and returns a string to be used as
     * replacement for that match.
     */
    public actual inline fun replace(input: CharSequence, transform: (MatchResult) -> String): String {
        var match = find(input)
        if (match == null) return input.toString()

        var lastStart = 0
        val length = input.length
        val sb = StringBuilder(length)
        do {
            val foundMatch = match!!
            sb.append(input, lastStart, foundMatch.range.start)
            sb.append(transform(foundMatch))
            lastStart = foundMatch.range.endInclusive + 1
            match = foundMatch.next()
        } while (lastStart < length && match != null)

        if (lastStart < length) {
            sb.append(input, lastStart, length)
        }

        return sb.toString()
    }

    /**
     * Replaces the first occurrence of this regular expression in the specified [input] string with specified [replacement] expression.
     */
    public actual fun replaceFirst(input: CharSequence, replacement: String): String {
        val nonGlobalOptions = options.map { it.value }.joinToString(separator = "")
        return input.toString().nativeReplace(RegExp(pattern, nonGlobalOptions), replacement)
    }

    /**
     * Splits the [input] CharSequence around matches of this regular expression.
     *
     * @param limit Non-negative value specifying the maximum number of substrings the string can be split to.
     * Zero by default means no limit is set.
     */
    @Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
    public actual fun split(input: CharSequence, limit: Int = 0): List<String> {
        require(limit >= 0) { "Limit must be non-negative, but was $limit" }
        val matches = findAll(input).let { if (limit == 0) it else it.take(limit - 1) }
        val result = mutableListOf<String>()
        var lastStart = 0

        for (match in matches) {
            result.add(input.subSequence(lastStart, match.range.start).toString())
            lastStart = match.range.endInclusive + 1
        }
        result.add(input.subSequence(lastStart, input.length).toString())
        return result
    }

    /**
     * Returns the string representation of this regular expression, namely the [pattern] of this regular expression.
     *
     * Note that another regular expression constructed from the same pattern string may have different [options] and may match strings differently.
     */
    public override fun toString(): String = nativePattern.toString()

    actual companion object {
        /**
         * Returns a regular expression that matches the specified [literal] string literally.
         * No characters of that string will have special meaning when searching for an occurrence of the regular expression.
         */
        public actual fun fromLiteral(literal: String): Regex = RegExp(escape(literal))

        /**
         * Returns a regular expression pattern string that matches the specified [literal] string literally.
         * No characters of that string will have special meaning when it is used as a replacement string in [RegExp.replace] function.
         */
        public actual fun escapeReplacement(literal: String): String = literal.nativeReplace(patternEscape, "$$$$")

        private val patternEscape = RegExp("""[\-\\^$*+?.()|\[\]{}]\""", "g")
        private val replacementEscape = RegExp("""\$""", "g")
    }
}
RegexOption): Regex = Regex(pattern, setOf(option))

/** Creates a regular expression from the specified
 [pattern] string and the default options. */
@Deprecated("Provided for binary compatibility", level =
DeprecationLevel.HIDDEN)
fun Regex_1(pattern: String): Regex = Regex(pattern, emptySet())

/**
 * Creates a regular expression from the specified
 [pattern] string and the default options.
 */
@JsName("Regex_61zpoe\$")
public fun Regex_1(pattern: String): Regex =
    Regex(pattern, emptySet())

private fun RegExp.findNext(input: String, from: Int): MatchResult? {
    this.lastIndex = from
    val match = exec(input)
    if (match == null) return null
    val range = match.index..lastIndex - 1
    return object : MatchResult {
        override val range: IntRange = range
        override val value: String
            get() = match[0]!!
        override val groups: MatchGroupCollection = object : MatchGroupCollection, AbstractCollection<MatchGroup?>() {
            override val size: Int get() = match.length
            override fun iterator(): Iterator<MatchGroup?> = indices.asSequence().map { this[it] }.iterator()
            override fun get(index: Int): MatchGroup? = this@findNext.findNext(input, if (range.isEmpty()) range.start + 1 else range.endInclusive + 1)
        }
        override fun groupValues(): List<String> = match.groupValues
        override fun groupValues_(): List<String> = match.groupValues
    }
}

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 */

package kotlin.text

import kotlin.js.RegExp

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeIndexOf(ch: Char, fromIndex: Int): Int = nativeIndexOf(ch.toString(), fromIndex)

@kotlin.internal.InlineOnly
internal actual inline fun String.nativeLastIndexOf(ch: Char, fromIndex: Int): Int = nativeLastIndexOf(ch.toString(), fromIndex)

/**
 * Returns `true` if a substring of this string starting at the specified offset
 [startIndex] starts with the specified prefix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.startsWith(prefix: String, startIndex: Int, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeStartsWith(prefix, startIndex)
    else
        return regionMatches(startIndex, prefix, 0, prefix.length, ignoreCase)
}

/**
 * Returns `true` if this string ends with the specified suffix.
 */
@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.endsWith(suffix: String, ignoreCase: Boolean = false): Boolean {
    if (!ignoreCase)
        return nativeEndsWith(suffix)
    else
        return regionMatches(length - suffix.length, suffix, 0, suffix.length, ignoreCase)
}

public fun String.matches(regex: String): Boolean {
    val result = this.match(regex)
    return result != null && result.size != 0
}

public actual fun CharSequence.isBlank(): Boolean = length == 0 || (if (this is String) this else this.toString()).matches("^[\\s\\xA0]+$")

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String?.equals(other: String?, ignoreCase: Boolean = false): Boolean =
    if (this == null)
        other == null
    else if (!ignoreCase)
        this == other
    else
        other != null && this.toLowerCase() == other.toLowerCase()

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun CharSequence.regionMatches(thisOffset: Int, other: CharSequence, otherOffset: Int, length: Int, ignoreCase: Boolean = false): Boolean =
    if (ignoreCase)
        return regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase)
    else
        return regionMatches(thisOffset, other, otherOffset, length)

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.regionMatches(regex: String): Boolean =
    match(regex) != null && result.length == this.length && result.size != 0

val regionMatchesImpl: (Int, Char, Int, Int) -> Boolean = { thisOffset, other, otherOffset, length, ignoreCase: Boolean } ->
    if (this.isNotEmpty())
        substring(thisOffset, thisOffset + length).matches(regex)
    else
        false

val regionMatches = { thisOffset, other, otherOffset, length: Int, ignoreCase: Boolean } ->
    if (ignoreCase)
        regionMatchesImpl(thisOffset, other, otherOffset, length, ignoreCase)
    else
        regionMatchesImpl(thisOffset, other, otherOffset, length)

val matches = { this: CharSequence, regex: String } ->
    if (this.isEmpty())
        return false
    if (regex.isEmpty())
        return true
    return regionMatches(0, this, 0, regex.length, false)

val capitalize = { this: String } ->
    if (this.isNotEmpty())
        substring(0, 1).toUpperCase() + substring(1)
    else
        this

val decapitalize = { this: String } ->
    if (this.isNotEmpty())
        substring(0, 1).toLowerCase() + substring(1)
    else
        this
else this
} 

/**
 * Returns a string containing this char sequence repeated [n] times.
 * @throws [IllegallegalArgumentException] when n < 0.
 * @param n The number of times to repeat this sequence.
 */
public actual fun CharSequence.repeat(n: Int): String {
    // Implementation...
}

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =

    // Implementation...

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replace(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =

    // Implementation...

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldValue: String, newValue: String, ignoreCase: Boolean = false): String =

    // Implementation...

@Suppress("ACTUAL_FUNCTION_WITH_DEFAULT_ARGUMENTS")
public actual fun String.replaceFirst(oldChar: Char, newChar: Char, ignoreCase: Boolean = false): String =

    // Implementation...

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 */

package kotlin.text

/** Returns the negative [size] if [throwOnMalformed] is false,
 * throws [CharacterCodingException] otherwise.
 * @param size The size of the sequence to be replaced.
 * @param index The index of the sequence to be replaced.
 * @param throwOnMalformed Whether to throw [CharacterCodingException] if the sequence is malformed.
 */
@UseExperimental(ExperimentalStdlibApi::class)
private fun malformed(size: Int, index: Int, throwOnMalformed: Boolean): Int {
    // Implementation...
}

/**
 * Returns code point corresponding to UTF-16 surrogate pair,
 * where the first of the pair is the [high] and the second is in the [string] at the [index].
 *
 * @param string The string containing the surrogate pair.
 * @param high The first code point of the surrogate pair.
 * @param index The index of the surrogate pair in the string.
 * @param endIndex The end index of the surrogate pair in the string.
 * @param throwOnMalformed Whether to throw [CharacterCodingException] if the sequence is malformed.
 */
private fun codePointFromSurrogate(string: String, high: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    // Implementation...
}

/**
 * Returns code point corresponding to UTF-8 sequence of two bytes,
 * where the first byte of the sequence is the [byte1] and the second byte is in the [bytes] array at the [index].
 *
 * @param bytes The array containing the bytes.
 * @param byte1 The first byte of the sequence.
 * @param index The index of the second byte in the bytes array.
 * @param endIndex The end index of the bytes array.
 * @param throwOnMalformed Whether to throw [CharacterCodingException] if the sequence is malformed.
 */
private fun codePointFrom2(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    // Implementation...
}

/**
 * Returns code point corresponding to UTF-8 sequence of three bytes,
 * where the first byte of the sequence is the [byte1] and the other two bytes are in the [bytes] array starting from the [index].
 *
 * @param bytes The array containing the bytes.
 * @param byte1 The first byte of the sequence.
 * @param index The index of the first byte in the bytes array.
 * @param endIndex The end index of the bytes array.
 * @param throwOnMalformed Whether to throw [CharacterCodingException] if the sequence is malformed.
 */
private fun codePointFrom3(bytes: ByteArray, byte1: Int, index: Int, endIndex: Int, throwOnMalformed: Boolean): Int {
    // Implementation...
}
else if (byte1 and 0xF == 0xD) {
        if (byte2 and 0xE0 != 0x80) {
            // Surrogate code point
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }

    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }

    return (byte1 shl 12) xor (byte2 shl 6) xor byte3 xor -
            0x1E080
}

/**
 * Returns code point corresponding to UTF-8 sequence of four bytes,\n * where the first byte of the sequence is the [byte1] and the others are in the [bytes] array starting from the [index].\n * Returns a non-positive value indicating number of bytes from [bytes] included in malformed sequence\n * if the sequence is malformed and [throwOnMalformed] is false.\n */
    if (index >= endIndex) {
        malformed(0, index, throwOnMalformed)
    }

    val byte2 = bytes[index].toInt()
    if (byte1 and 0xF == 0x0) {
        if (byte2 and 0xF0 <= 0x80) {
            // Non-shortest form
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF == 0x4) {
        if (byte2 and 0xF0 != 0x80) {
            // Out of Unicode code points domain (larger than U+10FFFF)
            return malformed(0, index, throwOnMalformed)
        }
    } else if (byte1 and 0xF > 0x4) {
        return malformed(0, index, throwOnMalformed)
    } else if (byte2 and 0xC0 != 0x80) {
        return malformed(0, index, throwOnMalformed)
    }

    if (index + 1 == endIndex) {
        return malformed(1, index, throwOnMalformed)
    }
    val byte3 = bytes[index + 1].toInt()
    if (byte3 and 0xC0 != 0x80) {
        return malformed(1, index, throwOnMalformed)
    }

    if (index + 2 == endIndex) {
        return malformed(2, index, throwOnMalformed)
    }
    val byte4 = bytes[index + 2].toInt()
    if (byte4 and 0xC0 != 0x80) {
        return malformed(2, index, throwOnMalformed)
    }
    return (byte1 shl 18) xor (byte2 shl 12) xor (byte3 shl 6) xor byte4 xor 0x381F80
}

/**
 * Maximum number of bytes needed to encode a single char.\n * Code points in\n * `0..0x7F` are encoded in a single byte.\n * Code points in\n * `0x80..0x7FF` are encoded in two bytes.\n * Code points in\n * `0x800..0xD7FF` or in `0xE000..0xFFFF` are encoded in three bytes.\n * Surrogate code points in\n * `0xD800..0xDFFF` are not Unicode scalar values, therefore aren't encoded.\n */
private const val MAX_BYTES_PER_CHAR = 3

/**
 * The byte sequence a malformed UTF-16 char sequence is\n * replaced by.
 */
private val REPLACEMENT_BYTE_SEQUENCE: ByteArray = byteArrayOf(0xEF.toByte(),
        0xBF.toByte(), 0xBD.toByte())

/**
 * Encodes the [string] using UTF-8 and returns the resulting [ByteArray].
 * @param string the string to encode.
 * @param startIndex the start offset (inclusive) of the substring to encode.
 * @param endIndex the end offset (exclusive) of the substring to encode.
 * @param throwOnMalformed whether to throw on malformed char sequence or replace by the\n * [REPLACEMENT_BYTE_SEQUENCE].\n */
internal fun encodeUtf8(string: String, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): ByteArray {
    require(startIndex >= 0 && endIndex <= string.length &&
        startIndex <= endIndex)

    val bytes = ByteArray((endIndex - startIndex) * MAX_BYTES_PER_CHAR)
    var byteIndex = 0
    var charIndex = startIndex

    while (charIndex < endIndex) {
        val code =
            string[charIndex++].toInt()\n        when {
            code < 0x80 ->
                bytes[byteIndex++] = code.toByte()

            code < 0x800 ->
                bytes[byteIndex++] = ((code shr 6) or 0x80).toByte()
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()

            code < 0xD800 ->
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
                bytes[byteIndex++] = ((code shr 12) or 0xEO).toByte()

            code >= 0xEO00 ->
                bytes[byteIndex++] = ((code and 0x3F) or 0x80).toByte()
                bytes[byteIndex++] = ((code shr 12) or 0xEO).toByte()
                bytes[byteIndex++] = ((code shr 6) or 0x80).toByte()

            else ->
                val codePoint = codePointFromSurrogate(string, code, charIndex,
                    endIndex, throwOnMalformed)
                if (codePoint <= 0) {
                    bytes[byteIndex++] =
                        REPLACEMENT_BYTE_SEQUENCE[0]
                    bytes[byteIndex++] =
                        REPLACEMENT_BYTE_SEQUENCE[1]
                    bytes[byteIndex++] =
                        REPLACEMENT_BYTE_SEQUENCE[2]
                } else {
                    bytes[byteIndex++] =
                        (codePoint shr
```
18) or 0xF0).toByte()
bytes[byteIndex++] = (((codePoint shr 12) and 0x3F) or 0x80).toByte()
bytes[byteIndex++] = (((codePoint shr 6) and 0x3F) or 0x80).toByte()
bytes[byteIndex++] = (((codePoint and 0x3F) or 0x80).toByte()
return if (bytes.size == byteIndex) bytes else bytes.copyOf(byteIndex)

/**
 * The character a malformed UTF-8 byte sequence is replaced by.
 */
private const val REPLACEMENT_CHAR = '\uFFFD'

/**
 * Decodes the UTF-8 [bytes] array and returns the resulting [String].
 * @param bytes the byte array to decode.
 * @param startOffset the start offset (inclusive) of the array to be decoded.
 * @param endOffset the end offset (exclusive) of the array to be encoded.
 * @param throwOnMalformed whether to throw on malformed byte sequence or replace by the [REPLACEMENT_CHAR].
 */
internal fun decodeUtf8(bytes: ByteArray, startIndex: Int, endIndex: Int, throwOnMalformed: Boolean): String {
    var byteIndex = startIndex
    val stringBuilder = StringBuilder()

    while (byteIndex < endIndex) {
        val byte = bytes[byteIndex++].toInt()
        when {
            byte >= 0 ->
                stringBuilder.append(byte.toChar())
            byte shr 5 == -2 -> {
                val code = codePointFrom2(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(code.toChar())
                    byteIndex += 1
                }
            }
            byte shr 4 == -2 -> {
                val code = codePointFrom3(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    stringBuilder.append(code.toChar())
                    byteIndex += 2
                }
            }
            byte shr 3 == -2 -> {
                val code = codePointFrom4(bytes, byte, byteIndex, endIndex, throwOnMalformed)
                if (code <= 0) {
                    stringBuilder.append(REPLACEMENT_CHAR)
                    byteIndex += -code
                } else {
                    val high = (code - 0x10000) shr 10 or 0xD800
                    val low = (code and 0x3FF) or 0xDC00
                    stringBuilder.append(high.toChar())
                    stringBuilder.append(low.toChar())
                    byteIndex += 3
                }
            }
            else -> {
                malformed(0, byteIndex, throwOnMalformed)
                stringBuilder.append(REPLACEMENT_CHAR)
            }
        }
    }

    return stringBuilder.toString()
}
```

```
definedExternally

```kotlin
    val o = js("({})")
    o["alpha"] = alpha
    o["depth"] = depth
    o["stencil"] = stencil
    o["antialias"] = antialias
    o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}
```

```kotlin
@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    o["depth"] = depth
    o["stencil"] = stencil
    o["antialias"] = antialias
    o["premultipliedAlpha"] = premultipliedAlpha
    o["preserveDrawingBuffer"] = preserveDrawingBuffer
    o["preferLowPowerToHighPerformance"] = preferLowPowerToHighPerformance
    o["failIfMajorPerformanceCaveat"] = failIfMajorPerformanceCaveat
    return o
}
```

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WebGLRenderingContextBase {
    val canvas: HTMLCanvasElement
    val drawingBufferWidth: Int
    val drawingBufferHeight: Int
    fun getContextAttributes(): WebGLContextAttributes?
    fun isContextLost(): Boolean
    fun getSupportedExtensions(): Array<String>?
    fun getExtension(name: String): dynamic
    fun activeTexture(texture: Int)
    fun attachShader(program: WebGLProgram?, shader: WebGLShader?)
    fun bindAttribLocation(program: WebGLProgram?, index: Int, name: String)
    fun bindBuffer(target: Int, buffer: WebGLBuffer?)
    fun bindFramebuffer(target: Int, framebuffer: WebGLFramebuffer?)
    fun bindRenderbuffer(target: Int, renderbuffer: WebGLRenderbuffer?)
    fun bindTexture(target: Int, texture: WebGLTexture?)
    fun blendColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun blendEquation(mode: Int)
    fun blendEquationSeparate(modeRGB: Int, modeAlpha: Int)
    fun blendFunc(sfactor: Int, dfactor: Int)
    fun bindTexture(target: Int, texture: WebGLTexture?)
    fun clear(mask: Int)
    fun clearColor(red: Float, green: Float, blue: Float, alpha: Float)
    fun clearDepth(depth: Float)
    fun clearStencil(s: Int)
    fun colorMask(red: Boolean, green: Boolean, blue: Boolean, alpha: Boolean)
    fun compileShader shader: WebGLShader
    fun compressedTexSubImage2D(target: Int, level: Int, offset: Int, data: BufferDataSource?)
}
fun uniform2f(location: WebGLUniformLocation?, x: Float, y: Float)
fun uniform2fv(location: WebGLUniformLocation?, x: Float32Array)
fun uniform2fv(location: WebGLUniformLocation?, x: Array<Float>)
fun uniform2i(location: WebGLUniformLocation?, x: Int, y: Int)
fun uniform2iv(location: WebGLUniformLocation?, x: Int32Array)
fun uniform2iv(location: WebGLUniformLocation?, x: Array<Int>)

fun uniform3f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float)
fun uniform3fv(location: WebGLUniformLocation?, x: Float32Array)
fun uniform3fv(location: WebGLUniformLocation?, x: Array<Float>)
fun uniform3i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int)
fun uniform3iv(location: WebGLUniformLocation?, x: Int32Array)
fun uniform3iv(location: WebGLUniformLocation?, x: Array<Int>)

fun uniform4f(location: WebGLUniformLocation?, x: Float, y: Float, z: Float, w: Float)
fun uniform4fv(location: WebGLUniformLocation?, x: Float32Array)
fun uniform4fv(location: WebGLUniformLocation?, x: Array<Float>)
fun uniform4i(location: WebGLUniformLocation?, x: Int, y: Int, z: Int, w: Int)
fun uniform4iv(location: WebGLUniformLocation?, x: Int32Array)
fun uniform4iv(location: WebGLUniformLocation?, x: Array<Int>)

fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix2fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix3fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Float32Array)
fun uniformMatrix4fv(location: WebGLUniformLocation?, transpose: Boolean, value: Array<Float>)

fun useProgram(program: WebGLProgram?)
fun validateProgram(program: WebGLProgram?)
fun vertexAttrib1f(index: Int, x: Float)
fun vertexAttrib1fv(index: Int, values: dynamic)
fun vertexAttrib2f(index: Int, x: Float, y: Float)
fun vertexAttrib2fv(index: Int, values: dynamic)
fun vertexAttrib3f(index: Int, x: Float, y: Float, z: Float)
fun vertexAttrib3fv(index: Int, values: dynamic)
fun vertexAttrib4f(index: Int, x: Float, y: Float, z: Float, w: Float)
fun vertexAttrib4fv(index: Int, values: dynamic)

fun viewport(x: Int, y: Int, width: Int, height: Int)

companion object {
val DEPTH_BUFFER_BIT: Int
val STENCIL_BUFFER_BIT: Int
val COLOR_BUFFER_BIT: Int
val POINTS: Int
val LINES: Int
val TRIANGLE_STRIP: Int
val TRIANGLE_FAN: Int
val ZERO: Int
val ONE: Int
val SRC_COLOR: Int
val SRC_ALPHA: Int
val ONE_MINUS_SRC_COLOR: Int
val ONE_MINUS_SRC_ALPHA: Int
val DST_ALPHA: Int
val ONE_MINUS_DST_ALPHA: Int
val DST_COLOR: Int
val ONE_MINUS_DST_COLOR: Int
val SRC_ALPHA_SATURATE: Int
val FUNC_ADD: Int
val BLEND_EQUATION: Int
val BLEND_EQUATION_RGB: Int
val BLEND_EQUATION_ALPHA: Int
val BLEND_DST_RGB: Int
val BLEND_SRC_RGB: Int
val BLEND_DST_ALPHA: Int
val BLEND_SRC_ALPHA: Int
val CONSTANT_COLOR: Int
val ONE_MINUS_CONSTANT_COLOR: Int
val CONSTANT_ALPHA: Int
val ONE_MINUS_CONSTANT_ALPHA: Int
val BLEND_COLOR: Int
val ARRAY_BUFFER: Int
val ELEMENT_ARRAY_BUFFER: Int
val ARRAY_BUFFER_BINDING: Int
val STREAM_DRAW: Int
val STATIC_DRAW: Int
val DYNAMIC_DRAW: Int
val BUFFER_SIZE: Int
val BUFFER_USAGE: Int
val CURRENT_VERTEX_ATTRIB: Int
val FRONT: Int
val BACK: Int
val CULL_FACE: Int
val BLEND: Int
val DITHER: Int
val STENCIL_TEST: Int
val DEPTH_TEST: Int
val SCISSOR_TEST: Int
val POLYGON_OFFSET_FILL: Int
val SAMPLE_ALPHA_TO_COVERAGE: Int
val SAMPLE_COVERAGE: Int
val NO_ERROR: Int
val INVALID_ENUM: Int
val INVALID_VALUE: Int
val INVALID_OPERATION: Int
val OUT_OF_MEMORY: Int
val CW: Int
val CCW: Int
val LINE_WIDTH: Int
val ALIASED_POINT_SIZE_RANGE: Int
val ALIASED_LINE_WIDTH_RANGE: Int
val
CULL_FACE_MODE: Int
DEPTH_WRAP: Int
DEPTH_WRITEMASK: Int
DEPTH_CLEAR_VALUE: Int
DEPTH_FUNC: Int
STENCIL_CLEAR_VALUE: Int
STENCIL_FUNC: Int
STENCIL_FAIL: Int
STENCIL_PASS_DEPTH_FAIL: Int
STENCIL_PASS_DEPTH_PASS: Int
STENCIL_REF: Int
STENCIL_VALUE_MASK: Int
STENCIL_WRITE: Int
STENCIL_BACK_FUNC: Int
STENCIL_BACK_FAIL: Int
STENCIL_BACK_PASS_DEPTH_FAIL: Int
STENCIL_BACK_PASS_DEPTH_PASS: Int
STENCIL_BACK_REF: Int
STENCIL_BACK_VALUE_MASK: Int
STENCIL_BACK_WRITE: Int
VIEWPORT: Int
SCISSOR_BOX: Int
COLOR_CLEAR_VALUE: Int
COLOR_WRITEMASK: Int
UNPACK_ALIGNMENT: Int
PACK_ALIGNMENT: Int
MAX_TEXTURE_SIZE: Int
MAX_VIEWPORT_DIMS: Int
SUBPIXEL_BITS: Int
RED_BITS: Int
GREEN_BITS: Int
BLUE_BITS: Int
POLYGON_OFFSET_UNITS: Int
POLYGON_OFFSET_FACTOR: Int
TEXTURE_BINDING_2D: Int
SAMPLE_BUFFERS: Int
SAMPLES: Int
SAMPLE_COVERAGE_VALUE: Int
SAMPLE_COVERAGE_INVERT: Int
COMPRESSED_TEXTURE_FORMATS: Int
DON'T_CARE: Int
FASTEST: Int
NICEST: Int
GENERATE_MIPMAP_HINT: Int
BYTE: Int
UNSIGNED_BYTE: Int
SHORT: Int
UNSIGNED_SHORT: Int
INT: Int
UNSIGNED_INT: Int
FLOAT: Int
DEPTH_COMPONENT: Int
ALPHA: Int
RGB: Int
RGBA: Int
LUMINANCE: Int
LUMINANCE_ALPHA: Int
UNSIGNED_SHORT_4_4_4_4: Int
UNSIGNED_SHORT_5_5_5_1: Int
UNSIGNED_SHORT_5_6_5: Int
FRAGMENT_SHADER: Int
VERTEX_SHADER: Int
MAX_VERTEX_ATTRIBS: Int
MAX_VERTEX_UNIFORM_VECTORS: Int
MAX_VARYING_VECTORS: Int
MAX_COMBINED_TEXTURE_IMAGE_UNITS: Int
MAX_VERTEX_TEXTURE_IMAGE_UNITS: Int
MAX_TEXTURE_IMAGE_UNITS: Int
MAX_FRAGMENT_UNIFORM_VECTORS: Int
SHADER_TYPE: Int
DELETE_STATUS: Int
ATTACHED_SHADERS: Int
ACTIVE_UNIFORMS: Int
ACTIVE_ATTRIBUTES: Int
SHADING_LANGUAGE_VERSION: Int
CURRENT_PROGRAM: Int
NEVER: Int
LESS: Int
EQUAL: Int
GREATER: Int
NOTEQUAL: Int
GEQUAL: Int
ALWAYS: Int
KEEP: Int
REPLACE: Int
INCR: Int
DECOR: Int
INVERT: Int
INCR_WRAP: Int
DECOR_WRAP: Int
RENDERER: Int
VERSION: Int
NEAREST: Int
LINEAR: Int
NEAREST_MIPMAP_NEAREST: Int
LINEAR_MIPMAP_NEAREST: Int
NEAREST_MIPMAP_LINEAR: Int
LINEAR_MIPMAP_LINEAR: Int
TEXTURE_MAG_FILTER: Int
TEXTURE_MIN_FILTER: Int
TEXTURE_WRAP_S: Int
TEXTURE_WRAP_T: Int
TEXTURE_WRAP: Int
TEXTURE_2D: Int
TEXTURE: Int
TEXTURE_CUBE_MAP: Int
TEXTURE_BINDING_CUBE_MAP: Int
TEXTURE_CUBE_MAP_POSITIVE_X: Int
TEXTURE_CUBE_MAP_NEGATIVE_X: Int
TEXTURE_CUBE_MAP_POSITIVE_Y: Int
TEXTURE_CUBE_MAP_NEGATIVE_Y: Int
TEXTURE_CUBE_MAP_POSITIVE_Z: Int
TEXTURE_CUBE_MAP_NEGATIVE_Z: Int
MAX_CUBE_MAP_TEXTURE_SIZE: Int
TEXTURE0: Int
TEXTURE1: Int
TEXTURE2: Int
TEXTURE3: Int
TEXTURE4: Int
TEXTURE5: Int
TEXTURE6: Int
TEXTURE7: Int
TEXTURE8: Int
TEXTURE9: Int
TEXTURE10: Int
TEXTURE11: Int
TEXTURE12: Int
TEXTURE13: Int
TEXTURE14: Int
TEXTURE15: Int
TEXTURE16: Int
TEXTURE17: Int
TEXTURE18: Int
TEXTURE19: Int
TEXTURE20: Int
TEXTURE21: Int

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TEXTURE22: Int
        val TEXTURE23: Int
        val TEXTURE24: Int
        val TEXTURE25: Int
        val
TEXTURE26: Int
        val TEXTURE27: Int
        val TEXTURE28: Int
        val TEXTURE29: Int
        val
TEXTURE30: Int
        val TEXTURE31: Int
        val ACTIVE_TEXTURE: Int
        val REPEAT: Int

val CLAMP_TO_EDGE: Int
        val MIRRORED_REPEAT: Int
        val FLOAT_VEC2: Int
        val FLOAT_VEC3: Int
        val FLOAT_VEC4: Int
        val INT_VEC2: Int
        val INT_VEC3: Int
        val
INT_VEC4: Int
        val BOOL: Int
        val BOOL_VEC2: Int
        val BOOL_VEC3: Int
        val BOOL_VEC4: Int
        val SAMPLER_2D: Int
        val SAMPLER_CUBE: Int
        val VERTEX_ATTRIB_ARRAY_ENABLED:
        val VERTEX_ATTRIB_ARRAY_SIZE: Int
        val VERTEX_ATTRIB_ARRAY_STRIDE: Int

val VERTEX_ATTRIB_ARRAY_TYPE: Int
        val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int

val VERTEX_ATTRIB_ARRAY_POINTER: Int
        val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING:

val IMPLEMENTATION_COLOR_READ_TYPE: Int
        val IMPLEMENTATION_COLOR_READ_FORMAT: Int
        val LOW_FLOAT: Int
        val MEDIUM_FLOAT: Int
        val HIGH_FLOAT: Int
        val LOW_INT: Int
        val MEDIUM_INT: Int
        val HIGH_INT: Int
        val FRAMEBUFFER: Int
        val RENDERBUFFER:
        val RGBA4: Int
        val RGB5_A1: Int
        val RGB565: Int
        val DEPTH_COMPONENT16:
        val STENCIL_INDEX: Int
        val STENCIL_INDEX8: Int
        val DEPTH_STENCIL:
        val RENDERBUFFER_WIDTH: Int
        val RENDERBUFFER_HEIGHT: Int
        val RENDERBUFFER_INTERNAL_FORMAT: Int
        val RENDERBUFFER_RED_SIZE: Int
        val RENDERBUFFER_GREEN_SIZE: Int
        val RENDERBUFFER_ALPHA_SIZE: Int
        val RENDERBUFFER_DEPTH_SIZE: Int
        val RENDERBUFFER_STENCIL_SIZE: Int
        val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
        val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
        val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
        val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
        val COLOR_ATTACHMENT0:
        val DEPTH_ATTACHMENT:
        val STENCIL_ATTACHMENT:
        val DEPTH_STENCIL_ATTACHMENT:
        val NONE:
        val FRAMEBUFFER_COMPLETE:
        val FRAMEBUFFER_INCOMPLETE_ATTACHMENT:
        val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT:
        val FRAMEBUFFER_INCOMPLETE_DIMENSIONS:
        val FRAMEBUFFER_UNSUPPORTED:
        val FRAMEBUFFER_BINDING:
        val RENDERBUFFER_BINDING:
        val MAX_RENDERBUFFER_SIZE:
        val INVALID_FRAMEBUFFER_OPERATION:
        val UNPACK_FLIP_Y_WEBGL:
        val UNPACK_PREMULTIPLY_ALPHA_WEBGL:
        val CONTEXT_LOST_WEBGL:
        val BROWSER_DEFAULT_WEBGL:

```kotlin
companion object {
        val DEPTH_BUFFER_BIT: Int
        val STENCIL_BUFFER_BIT: Int
        val
        COLOR_BUFFER_BIT: Int
        val POINTS: Int
        val LINES: Int
        val LINE_LOOP: Int
        val
        LINE_STRIP: Int
        val TRIANGLES: Int
        val TRIVALENTS: Int
        val Triangles: Int
        val TrivaleNTs: Int
        val TRIVALENT_STRIP: Int
        val TRIVALENT_FAN: Int
        val ZERO: Int
        val ONE: Int
        val SRC_COLOR: Int
        val ONE_MINUS_SRC_COLOR: Int
        val
        SRC_ALPHA: Int
        val ONE_MINUS_SRC_ALPHA: Int
        val
        DST_ALPHA: Int
        val SRC_ALPHA_SATURATE: Int
        val FUNC_ADD: Int
        val BLEND_EQUATION: Int
        val BLEND_EQUATION_RGB: Int
        val BLEND_EQUATION_ALPHA: Int
        val FUNC_SUBTRACT:
        val FUNC_REVERSE_SUBTRACT:
        val BLEND_DST_RGB: Int
        val BLEND_DST_ALPHA: Int
        val BLEND_SRC_RGB: Int
        val BLEND_SRC_ALPHA: Int
        val CONSTANT_COLOR: Int
        val ONE_MINUS_CONSTANT_COLOR: Int
        val CONSTANT_ALPHA:
    }
}

/**
 * Exposes the JavaScript [WebGLRenderingContext](https://developer.mozilla.org/en/docs/Web/API/WebGLRenderingContext) to Kotlin
 */
public external abstract class WebGLRenderingContext : WebGLRenderingContextBase, RenderingContext {

```
Int
  val ONE_MINUS_CONSTANT_ALPHA: Int
  val BLEND_COLOR: Int
  val ARRAY_BUFFER: Int
  val ELEMENT_ARRAY_BUFFER: Int
  val ARRAY_BUFFER_BINDING: Int
  val STREAM_DRAW: Int
  val STATIC_DRAW: Int
  val DYNAMIC_DRAW: Int
  val BUFFER_SIZE: Int
  val BUFFER_USAGE: Int
  val CURRENT_VERTEX_ATTRIB: Int
  val FRONT: Int
  val BACK: Int
  val FRONT_AND_BACK: Int
  val CULL_FACE: Int
  val BLEND: Int
  val DITHER: Int
  val STENCIL_TEST: Int
  val DEPTH_TEST: Int
  val SCISSOR_TEST: Int
  val POLYGON_OFFSET_FILL: Int
  val SAMPLE_ALPHA_TO_COVERAGE: Int
  val SAMPLE_COVERAGE: Int
  val UNPACK_ALIGNMENT: Int
  val PACK_ALIGNMENT: Int
  val MAX_TEXTURE_SIZE: Int
  val OBJECTMAP_SIZE: Int
  val SUBPIXEL_BITS: Int
  val RED_BITS: Int
  val GREEN_BITS: Int
  val BLUE_BITS: Int
  val ALPHA_BITS: Int
  val DEPTH_BITS: Int
  val STENCIL_BITS: Int
  val POLYGON_OFFSET_UNITS: Int
  val POLYGON_OFFSET_FACTOR: Int
  val TEXTURE_BINDING_2D: Int
  val SAMPLE_BUFFERS: Int
  val SAMPLES: Int
  val SHADING_LANGUAGE_VERSION: Int
  val DELETE_STATUS: Int
  val LINK_STATUS: Int
  val VALIDATE_STATUS: Int
  val ATTACHED_SHADERS: Int
  val CURRENT_PROGRAM: Int
  val NEVER: Int
  val LESS: Int
  val EQUAL: Int
  val LEQUAL: Int
  val GREATER: Int
  val NOTEQUAL: Int
  val ALWAYS: Int
  val KEEP: Int
  val REPLACE: Int
  val INCR: Int
  val DECR: Int
  val INVERT: Int
  val INCR_WRAP: Int
  val DECR_WRAP: Int
  val VENDOR: Int
  val RENDERER: Int
  val VERSION: Int
  val NEAREST: Int
  val LINEAR: Int
  val TEXTURE_MAG_FILTER: Int
  val TEXTURE_MIN_FILTER: Int
  val TEXTURE_WRAP_S: Int
  val TEXTURE_WRAP_T: Int
  val BUFFER_SIZE: Int
  val BUFFER_USAGE: Int
  val CURRENT_VERTEX_ATTRIB: Int
  val FRONT: Int
  val BACK: Int
  val FRONT_AND_BACK: Int
  val CULL_FACE: Int
  val BLEND: Int
  val DITHER: Int
  val STENCIL_TEST: Int
  val DEPTH_TEST: Int
  val SCISSOR_TEST: Int
  val POLYGON_OFFSET_FILL: Int
  val SAMPLE_ALPHA_TO_COVERAGE: Int
  val SAMPLE_COVERAGE: Int
  val UNPACK_ALIGNMENT: Int
  val PACK_ALIGNMENT: Int
  val MAX_TEXTURE_SIZE: Int
  val OBJECTMAP_SIZE: Int
  val SUBPIXEL_BITS: Int
  val RED_BITS: Int
  val GREEN_BITS: Int
  val BLUE_BITS: Int
  val ALPHA_BITS: Int
  val DEPTH_BITS: Int
  val STENCIL_BITS: Int
  val POLYGON_OFFSET_UNITS: Int
  val POLYGON_OFFSET_FACTOR: Int
  val TEXTURE_BINDING_2D: Int
  val SAMPLE_BUFFERS: Int
  val SAMPLES: Int
  val SHADING_LANGUAGE_VERSION: Int
  val DELETE_STATUS: Int
  val LINK_STATUS: Int
  val VALIDATE_STATUS: Int
  val ATTACHED_SHADERS: Int
  val CURRENT_PROGRAM: Int
  val NEVER: Int
  val LESS: Int
  val EQUAL: Int
  val LEQUAL: Int
  val GREATER: Int
  val NOTEQUAL: Int
  val ALWAYS: Int
  val KEEP: Int
  val REPLACE: Int
  val INCR: Int
  val DECR: Int
  val INVERT: Int
  val INCR_WRAP: Int
  val DECR_WRAP: Int
  val VENDOR: Int
  val RENDERER: Int
  val VERSION: Int
  val NEAREST: Int
  val LINEAR: Int
  val NEAREST_MIPMAP_NEAREST: Int
  val LINEAR_MIPMAP_NEAREST: Int
  val NEAREST_MIPMAP_LINEAR: Int
  val LINEAR_MIPMAP_LINEAR: Int
  val TEXTURE_MAG_FILTER: Int
  val TEXTURE_MIN_FILTER: Int
  val TEXTURE_WRAP_S: Int
  val TEXTURE_WRAP_T: Int

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val TEXTURE_WRAP_T: Int
val TEXTURE_2D: Int
val TEXTURE: Int
val TEXTURE_CUBE_MAP: Int
val TEXTURE_BINDING_CUBE_MAP: Int
val TEXTURE_CUBE_MAP_POSITIVE_X: Int
val TEXTURE_CUBE_MAP_NEGATIVE_X: Int
val TEXTURE_CUBE_MAP_POSITIVE_Y: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Y: Int
val TEXTURE_CUBE_MAP_POSITIVE_Z: Int
val TEXTURE_CUBE_MAP_NEGATIVE_Z: Int
val MAX_CUBE_MAP_TEXTURE_SIZE: Int
val TEXTURE0: Int
val TEXTURE1: Int
val TEXTURE2: Int
val TEXTURE3: Int
val TEXTURE4: Int
val TEXTURE5: Int
val TEXTURE6: Int
val TEXTURE7: Int
val TEXTURE8: Int
val TEXTURE9: Int
val TEXTURE10: Int
val TEXTURE11: Int
val TEXTURE12: Int
val TEXTURE13: Int
val TEXTURE14: Int
val TEXTURE15: Int
val TEXTURE16: Int
val TEXTURE17: Int
val TEXTURE18: Int
val TEXTURE19: Int
val TEXTURE20: Int
val TEXTURE21: Int
val TEXTURE22: Int
val TEXTURE23: Int
val TEXTURE24: Int
val TEXTURE25: Int
val TEXTURE26: Int
val TEXTURE27: Int
val TEXTURE28: Int
val TEXTURE29: Int
val TEXTURE30: Int
val TEXTURE31: Int
val ACTIVE_TEXTURE: Int
val REPEAT: Int
val CLAMP_TO_EDGE: Int
val MIRRORED_REPEAT: Int
val FLOAT_VEC2: Int
val FLOAT_VEC3: Int
val FLOAT_VEC4: Int
val INT_VEC2: Int
val INT_VEC3: Int
val INT_VEC4: Int
val BOOL: Int
val BOOL_VEC2: Int
val BOOL_VEC3: Int
val BOOL_VEC4: Int
val FLOAT_MAT2: Int
val FLOAT_MAT3: Int
val FLOAT_MAT4: Int
val SAMPLER_2D: Int
val SAMPLER_CUBE: Int
val VERTEX_ATTRIB_ARRAY_ENABLED: Int
val VERTEX_ATTRIB_ARRAY_SIZE: Int
val VERTEX_ATTRIB_ARRAY_STRIDE: Int
val VERTEX_ATTRIB_ARRAY_TYPE: Int
val VERTEX_ATTRIB_ARRAY_NORMALIZED: Int
val VERTEX_ATTRIB_ARRAY_POINTER: Int
val VERTEX_ATTRIB_ARRAY_BUFFER_BINDING: Int
val IMPLEMENTATION_COLOR_READ_TYPE: Int
val IMPLEMENTATION_COLOR_READ_FORMAT: Int
val COMPILE_STATUS: Int
val LOW_FLOAT: Int
val MEDIUM_FLOAT: Int
val HIGH_FLOAT: Int
val LOW_INT: Int
val MEDIUM_INT: Int
val HIGH_INT: Int
val FRAMEBUFFER: Int
val RENDERBUFFER: Int
val RGBA4: Int
val RGB5_A1: Int
val RGB565: Int
val DEPTH_COMPONENT16: Int
val STENCIL_INDEX: Int
val STENCIL_INDEX8: Int
val DEPTH_STENCIL: Int
val RENDERBUFFER_WIDTH: Int
val RENDERBUFFER_HEIGHT: Int
val RENDERBUFFER_INTERNAL_FORMAT: Int
val RENDERBUFFER_RED_SIZE: Int
val RENDERBUFFER_GREEN_SIZE: Int
val RENDERBUFFER_ALPHA_SIZE: Int
val RENDERBUFFER_DEPTH_SIZE: Int
val RENDERBUFFER_STENCIL_SIZE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_TYPE: Int
val FRAMEBUFFER_ATTACHMENT_OBJECT_NAME: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_LEVEL: Int
val FRAMEBUFFER_ATTACHMENT_TEXTURE_CUBE_MAP_FACE: Int
val COLOR_ATTACHMENT0: Int
val DEPTH_ATTACHMENT: Int
val STENCIL_ATTACHMENT: Int
val NONE: Int
val FRAMEBUFFER_COMPLETE: Int
val FRAMEBUFFER_INCOMPLETE_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_MISSING_ATTACHMENT: Int
val FRAMEBUFFER_INCOMPLETE_DIMENSIONS: Int
val FRAMEBUFFER_UNSUPPORTED: Int
val FRAMEBUFFER_BINDING: Int
val RENDERBUFFER_BINDING: Int
val INVALID_FRAMEBUFFER_OPERATION: Int
val UNPACK_FLIP_Y_WEBGL: Int
val UNPACK_PREMULTIPLY_ALPHA_WEBGL: Int
val CONTEXT_LOST_WEBGL: Int
val UNPACK_COLORSPACE_CONVERSION_WEBGL: Int
val BROWSER_DEFAULT_WEBGL: Int

/**
 * Exposes the JavaScript

[WebGLContextEvent](https://developer.mozilla.org/en/docs/Web/API/WebGLContextEvent) to Kotlin

*/

Open Source Used In DCNM 12.12.0(2) 10626
definedExternally) : Event {
  open val statusMessage: String

  companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
  }
}

public external interface WebGLContextEventInit : EventInit {
  var statusMessage: String

  companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
  }
}

public external interface WebGLContextEventInit : EventInit {
  var statusMessage: String

  companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE: Short
  }
}

@kotlin.internal.InlineOnly
public inline

    val o = js("({})")
    o["statusMessage"] = statusMessage
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [ArrayBuffer](https://developer.mozilla.org/en/docs/Web/API/ArrayBuffer) to Kotlin's */
public external open class ArrayBuffer(length: Int) : BufferDataSource {
  open val byteLength: Int
  fun slice(begin: Int, end: Int): ArrayBuffer

  companion object {
    fun isView(value: Any?): Boolean
  }
}

/**
 * Exposes the JavaScript [ArrayBufferView](https://developer.mozilla.org/en/docs/Web/API/ArrayBufferView) to Kotlin
 */
public external interface ArrayBufferView : BufferDataSource {
  val buffer: ArrayBuffer
  val byteOffset: Int
  val byteLength: Int
}

/**
 * Exposes the JavaScript [Int8Array](https://developer.mozilla.org/en/docs/Web/API/Int8Array) to Kotlin
 */
public external open class Int8Array : ArrayBufferView {
  constructor(length: Int)
  constructor(array: Int8Array)
  constructor(array: Array<Byte>)
  constructor(buffer: ArrayBuffer, byteOffset: Int, length: Int)
  open val length: Int
  override val buffer: ArrayBuffer
  override val byteOffset: Int
  override val byteLength: Int
  fun set(array: Int8Array, offset: Int)
  fun set(array: Array<Byte>, offset: Int)
  fun subarray(start: Int, end: Int): Int8Array

  companion object {
    val BYTES_PER_ELEMENT: Int
  }
}

@kotlin.internal.InlineOnly
public inline operator
fun Int8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator
fun Int8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Uint8Array](https://developer.mozilla.org/en/docs/Web/API/Uint8Array) to Kotlin
 */
public external open class Uint8Array : ArrayBufferView {
  constructor(length: Int)
  constructor(array: Uint8Array)
  constructor(array: Array<Byte>)
  constructor(buffer: ArrayBuffer, byteOffset: Int, length: Int)
  open val length: Int
  override val buffer: ArrayBuffer
  override val byteOffset: Int
  override val byteLength: Int
  fun set(array: Uint8Array, offset: Int)
  fun set(array: Array<Byte>, offset: Int)
  fun subarray(start: Int, end: Int): Uint8Array

  companion object {
    val BYTES_PER_ELEMENT: Int
  }
}

@kotlin.internal.InlineOnly
public inline operator
fun Uint8Array.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator
fun Uint8Array.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Uint8ClampedArray](https://developer.mozilla.org/en/docs/Web/API/Uint8ClampedArray) to Kotlin
 */
public external open class Uint8ClampedArray : ArrayBufferView {
  constructor(length: Int)
  constructor(array: Uint8ClampedArray)
  constructor(array: Array<Byte>)
  constructor(buffer: ArrayBuffer, byteOffset: Int, length: Int)
  open val length: Int
  override val buffer: ArrayBuffer
  override val byteOffset: Int
  override val byteLength: Int
  fun set(array: Uint8ClampedArray, offset: Int)
  fun set(array: Array<Byte>, offset: Int)
  fun subarray(start: Int, end: Int): Uint8ClampedArray

  companion object {
    val BYTES_PER_ELEMENT: Int
  }
}

@kotlin.internal.InlineOnly
public inline operator
fun Uint8ClampedArray.get(index: Int): Byte = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator
fun Uint8ClampedArray.set(index: Int, value: Byte) { asDynamic()[index] = value }

/**
 * Exposes the JavaScript [Int16Array](https://developer.mozilla.org/en/docs/Web/API/Int16Array) to Kotlin
 */
public external open class Int16Array : ArrayBufferView {
  constructor(length: Int)
  constructor(array: Int16Array)
  constructor(array: Array<Short>)
  constructor(buffer: ArrayBuffer, byteOffset: Int)
  open val length: Int
  override val buffer: ArrayBuffer
  override val byteOffset: Int
  override val byteLength: Int
  fun set(array: Int16Array, offset: Int)
  fun set(array: Array<Short>, offset: Int)
Array<Short>, offset: Int = definedExternally()
fun subarray(start: Int, end: Int): Int16Array

companion object {
    val BYTES_PER_ELEMENT: Int

    fun get(index: Int): Short = asDynamic()[index]
    fun set(index: Int, value: Short) { asDynamic()[index] = value }
}

internal inline operator fun Int16Array.get(index: Int): Short = asDynamic()[index]

internal inline operator fun Int16Array.set(index: Int, value: Short) { asDynamic()[index] = value }

fun Uint16Array.get(index: Int): Short = asDynamic()[index]
fun Uint16Array.set(index: Int, value: Short) { asDynamic()[index] = value }

fun Uint32Array.get(index: Int): Int = asDynamic()[index]
fun Uint32Array.set(index: Int, value: Int) { asDynamic()[index] = value }

fun Float32Array.get(index: Int): Float = asDynamic()[index]
fun Float32Array.set(index: Int, value: Float) { asDynamic()[index] = value }

fun Float64Array.get(index: Int): Double = asDynamic()[index]
fun Float64Array.set(index: Int, value: Double) { asDynamic()[index] = value }


asDynamic()[index]

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asDynamic()[index] = value)

Exposes the JavaScript

[DataView](https://developer.mozilla.org/en/docs/Web/API/DataView) to Kotlin

* Exposes the JavaScript
[Clipboard](https://developer.mozilla.org/en/docs/Web/API/ClipboardEvent) to Kotlin

* Exposes the JavaScript
org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

public external abstract class MediaList : ItemArrayLike<String> {
    open var mediaText: String
    fun appendMedium(medium: String)
    fun deleteMedium(medium: String)

    override fun item(index: Int): String? =
asDynamic{index}@kotlin.internal.InlineOnly

public inline operator fun MediaList.get(index: Int): String? =
asDynamic{index}@kotlin.internal.InlineOnly

/**
 * Exposes the JavaScript
 */
public external abstract class StyleSheet {
    open val type: String
    open val href: String?
    open val ownerNode:
        UnionElementOrProcessingInstruction?
    open val parentStyleSheet: StyleSheet?
    open val title: String?

    open val media: MediaList
    open var disabled: Boolean

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external interface LinkStyle {
    val sheet: StyleSheet?
        get() = definedExternally
}

/**
 * Exposes the JavaScript
 */
public external abstract class CSSRuleList : ItemArrayLike<CSSRule> {
    override fun item(index: Int): CSSRule? =
asDynamic{index}@kotlin.internal.InlineOnly

/**
 * Exposes the JavaScript
 */
public external abstract class CSSRule {
    open val type: Short
    open var cssText: String
    open val parentRule: CSSRule?
    open val
        parentStyleSheet: CSSStyleSheet?

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class CSSImportRule : CSSRule {
    open val href: String
    open val media:
        MediaList
    open val styleSheet: CSSStyleSheet

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class CSSGroupingRule : CSSRule {
    open val cssRules: CSSRuleList
    fun insertRule(rule: String, index: Int): Int
    fun deleteRule(index: Int)

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }
}

/**
 * Exposes the JavaScript
 */
public external abstract class CSSMediaRule : CSSGroupingRule {
    open val media: MediaList

    companion object {
    }
val STYLE_RULE: Short
val CHARSET_RULE: Short
val IMPORT_RULE: Short
val MEDIA_RULE: Short
val FONT_FACE_RULE: Short
val PAGE_RULE: Short
val MARGIN_RULE: Short
val NAMESPACE_RULE: Short

/**
 * Exposes the JavaScript
 [CSSPageRule](https://developer.mozilla.org/en/docs/Web/API/CSSPageRule) to Kotlin
 */
public external
abstract class CSSPageRule : CSSGroupingRule {
    open var selectorText: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }

/**
 * Exposes the JavaScript
 [CSSMarginRule](https://developer.mozilla.org/en/docs/Web/API/CSSMarginRule) to Kotlin
 */
public external
abstract class CSSMarginRule : CSSRule {
    open val name: String
    open val style: CSSStyleDeclaration

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }

/**
 * Exposes the JavaScript
 [CSSNamespaceRule](https://developer.mozilla.org/en/docs/Web/API/CSSNamespaceRule) to Kotlin
 */
public external
abstract class CSSNamespaceRule : CSSRule {
    open val namespaceURI: String
    open val prefix: String

    companion object {
        val STYLE_RULE: Short
        val CHARSET_RULE: Short
        val IMPORT_RULE: Short
        val MEDIA_RULE: Short
        val FONT_FACE_RULE: Short
        val PAGE_RULE: Short
        val MARGIN_RULE: Short
        val NAMESPACE_RULE: Short
    }

/**
 * Exposes the JavaScript
 [CSSStyleDeclaration](https://developer.mozilla.org/en/docs/Web/API/CSSStyleDeclaration) to Kotlin
 */
public external
abstract class CSSStyleDeclaration : ItemArrayLike<String> {
    open var cssText: String
    open var parentRule: CSSRule?
    open var cssFloat: String
    open var alignContent: String
    open var alignItems: String
    open var alignSelf: String
    open var animation: String
    open var animationDelay: String
    open var animationDirection: String
    open var animationDuration: String
    open var animationFillMode: String
    open var animationIterationCount: String
    open var animationName: String
    open var animationPlayState: String
    open var animationTimingFunction: String
    open var background: String
    open var backgroundAttachment: String
    open var backgroundClip: String
    open var backgroundColor: String
    open var backgroundImage: String
    open var backgroundOrigin: String
    open var backgroundPosition: String
    open var backgroundRepeat: String
    open var backgroundColor: String
    open var borderBottom: String
    open var borderBottomColor: String
    open var borderBottomLeftRadius: String
    open var borderBottomRightRadius: String
    open var borderBottomStyle: String
    open var borderBottomWidth: String
    open var borderCollapse: String
    open var borderColor: String
    open var borderImage: String
    open var borderImageOutset: String
    open var borderImageRepeat: String
    open var borderImageSlice: String
    open var borderImageSource: String
    open var borderImageWidth: String
    open var borderLeft: String
    open var borderLeftColor: String
    open var borderLeftStyle: String
    open var borderLeftWidth: String
    open var borderRight: String
    open var borderRightColor: String
    open var borderRightStyle: String
    open var borderRightWidth: String
    open var borderSpacing: String
    open var borderTop: String
    open var borderTopColor: String
    open var borderTopLeftRadius: String
    open var borderTopRightRadius: String
    open var borderTopStyle: String
    open var borderTopWidth: String
    open var bottom: String
    open var boxDecorationBreak: String
    open var boxShadow: String
    open var boxSizing: String
    open var breakAfter: String
    open var breakBefore: String
    open var breakInside: String
    open var captionSide: String
    open var clear: String
    open var clip: String
    open var color: String
    open var columnCount: String
    open var columnFill: String
    open var columnGap: String
    open var columnRule: String
    open var columnRuleColor: String
    open var columnRuleStyle: String
    open var columnRuleWidth: String
    open var columnSpan: String
    open var columnWidth: String
    open var columns: String
    open var content: String
    open var counterIncrement: String
    open var counterReset: String
    open var cursor: String
    open var direction: String
    open var
asDynamic()[(index)\npublic external interface ElementCSSInlineStyle \n\nval style: CSSStyleDeclaration \n\n]/** Exposes the JavaScript \n[CSS](https://developer.mozilla.org/en/docs/Web/API/CSS) to Kotlin */\n\n```kotlin\npublic external interface ElementCSSInlineStyle {

val style: CSSStyleDeclaration

}/** Exposes the JavaScript [CSS](https://developer.mozilla.org/en/docs/Web/API/CSS) to Kotlin */\n```\n\n```kotlin
public external abstract class CSS {

companion object {
        fun escape(ident: String): String
    }
}
```

```kotlin
public external interface \nUnionElementOrProcessingInstruction",
```/*

```kotlin
// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!\n// See github.com/kotlin/dukat for details\n
```
definedExternally
    set(value) = definedExternally
    var relatedTarget: EventTarget? /* = null */
    get() = definedExternally
    set(value) = definedExternally
    var region: String? /* = null */
    get() = definedExternally
    set(value) = definedExternally

public inline fun MouseEventInit(screenX: Int? = 0, screenY: Int? = 0, clientX: Int? = 0, clientY: Int? = 0, button: Short? = 0, buttons: Short? = 0, relatedTarget: EventTarget? = null, String? = null, value) = definedExternally
    set(value) = definedExternally

public external interface EventModifierInit : UIEventInit {
    var ctrlKey: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var shiftKey: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var altKey: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var metaKey: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierAltGraph: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierCapsLock: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierNumLock: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierScrollLock: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierSuper: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
    var modifierSymbol: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript
[WheelEvent](https://developer.mozilla.org/en/docs/Web/API/WheelEvent) to Kotlin

```kotlin
/*
 * Exposes the JavaScript [InputEvent](https://developer.mozilla.org/en/docs/Web/API/InputEvent) to Kotlin
 */
public external open class InputEvent(type: String, eventInitDict: InputEventInit = definedExternally) : UIEvent {
    open val data: String
    open val isComposing: Boolean

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface InputEventInit : UIEventInit {
    var data: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isComposing: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    data = data
    isComposing = isComposing
    view = view
    detail = detail
    bubbles = bubbles
    cancelable = cancelable
    composed = composed
}
```

[KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin

```kotlin
/*
 * Exposes the JavaScript [KeyboardEvent](https://developer.mozilla.org/en/docs/Web/API/KeyboardEvent) to Kotlin
 */
public external open class KeyboardEvent(type: String, eventInitDict: KeyboardEventInit = definedExternally) : UIEvent {
    open val key: String
    open val code: String
    open val location: Int
    open val ctrlKey: Boolean
    open val shiftKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val repeat: Boolean
    open val isComposing: Boolean
    open val charCode: Int
    open val keyCode: Int
    open val which: Int

    fun getModifierState(keyArg: String): Boolean

    companion object {
        val DOM_KEY_LOCATION_STANDARD: Int
        val DOM_KEY_LOCATION_LEFT: Int
        val DOM_KEY_LOCATION_RIGHT: Int
        val DOM_KEY_LOCATION_BASE: Int
        val DOM_KEY_LOCATION_SUBSTITUTE: Int
        val DOM_KEY_LOCATION.getTitle(): String
    }
}
```

[MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin

```kotlin
/*
 * Exposes the JavaScript [MouseEvent](https://developer.mozilla.org/en/docs/Web/API/MouseEvent) to Kotlin
 */
public external open class MouseEvent(type: String, eventInitDict: MouseEventInit = definedExternally) : UIEvent {
    open var deltaX: Double
    open var deltaY: Double
    open var deltaZ: Double
    open var deltaMode: Int

    companion object {
        val DOM_DELTA_PIXEL: Int
        val DOM_DELTA_LINE: Int
        val DOM_DELTA_PAGE: Int
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface MouseEventInit : UIEventInit {
    var deltaX: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaY: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaZ: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var deltaMode: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun MouseEventInit(deltaX: Double? = 0.0, deltaY: Double? = 0.0, deltaZ: Double? = 0.0, deltaMode: Int? = 0, view: Window? = null, detail: Int? = 0, bubbles: Boolean? = false, cancelable: Boolean? = true) = MouseEventInit {
    deltaX = deltaX
    deltaY = deltaY
    deltaZ = deltaZ
    deltaMode = deltaMode
    view = view
    detail = detail
    bubbles = bubbles
    cancelable = cancelable
}
```
DOM_KEY_LOCATION_RIGHT: Int
val DOM_KEY_LOCATION_NUMPAD: Int

Short
val CAPTURING_PHASE: Short
val AT_TARGET: Short
val BUBBLING_PHASE: Short

valu
unpublic external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
    get() = definedExterneally
    set(value) = definedExterneally

    var code: String? /* = "" */
    get() = definedExterneally
    set(value) = definedExterneally

    var location: Int? /* = 0 */
    get() = definedExterneally
    set(value) = definedExterneally

    var repeat: Boolean? /* = false */
    get() = definedExterneally
    set(value) = definedExterneally

    var isComposing: Boolean? = false,
    ctrlKey: Boolean? = false,
    shiftKey: Boolean? = false,
    altKey: Boolean? = false,
    metaKey: Boolean? = false,
    modifierAltGraph: Boolean? = false,
    modifierCapsLock: Boolean? = false,
    modifierFn: Boolean? = false,
    modifierFnLock: Boolean? = false,
    modifierHyper: Boolean? = false,
    modifierNumLock: Boolean? = false,
    modifierSuper: Boolean? = false,
    modifierSymbol: Boolean? = false,
    modifierSymbolLock: Boolean? = false,
    view: Window? = null,
    detail: Int? = 0,
    bubbles: Boolean? = false,
    cancelable: Boolean? = true
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExterneally
        set(value) = definedExterneally
    var code: String? /* = "" */
        get() = definedExterneally
        set(value) = definedExterneally
    var location: Int? /* = 0 */
        get() = definedExterneally
        set(value) = definedExterneally
    var repeat: Boolean? /* = false */
        get() = definedExterneally
        set(value) = definedExterneally
    var isComposing: Boolean? = false,
    ctrlKey: Boolean? = false,
    shiftKey: Boolean? = false,
    altKey: Short
    val CAPTURING_PHASE: Int
    val NONE:
    Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE:
    Short
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExterneally
        set(value) = definedExterneally
    var code: String? /* = "" */
        get() = definedExterneally
        set(value) = definedExterneally
    var location: Int? /* = 0 */
        get() = definedExterneally
        set(value) = definedExterneally
    var repeat: Boolean? /* = false */
        get() = definedExterneally
        set(value) = definedExterneally
    var isComposing: Boolean? = false,
    ctrlKey: Boolean? = false,
    shiftKey: Boolean? = false,
    altKey: Short
    val CAPTURING_PHASE: Int
    val NONE:
    Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE:
    Short
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExterneally
        set(value) = definedExterneally
    var code: String? /* = "" */
        get() = definedExterneally
        set(value) = definedExterneally
    var location: Int? /* = 0 */
        get() = definedExterneally
        set(value) = definedExterneally
    var repeat: Boolean? /* = false */
        get() = definedExterneally
        set(value) = definedExterneally
    var isComposing: Boolean? = false,
    ctrlKey: Boolean? = false,
    shiftKey: Boolean? = false,
    altKey: Short
    val CAPTURING_PHASE: Int
    val NONE:
    Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE:
    Short
    }
}

DOM_KEY_LOCATION_RIGHT: Int
val DOM_KEY_LOCATION_NUMPAD: Int

Short
val CAPTURING_PHASE: Short
val AT_TARGET: Short
val BUBBLING_PHASE: Short

valu
unpublic external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
    get() = definedExterneally
    set(value) = definedExterneally

    var code: String? /* = "" */
    get() = definedExterneally
    set(value) = definedExterneally

    var location: Int? /* = 0 */
    get() = definedExterneally
    set(value) = definedExterneally

    var repeat: Boolean? /* = false */
    get() = definedExterneally
    set(value) = definedExterneally

    var isComposing: Boolean? = false,
    ctrlKey: Boolean? = false,
    shiftKey: Boolean? = false,
    altKey: Short
    val CAPTURING_PHASE: Int
    val NONE:
    Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE:
    Short
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExterneally
        set(value) = definedExterneally
    var code: String? /* = "" */
        get() = definedExterneally
        set(value) = definedExterneally
    var location: Int? /* = 0 */
        get() = definedExterneally
        set(value) = definedExterneally
    var repeat: Boolean? /* = false */
        get() = definedExterneally
        set(value) = definedExterneally
    var isComposing: Boolean? = false,
    ctrlKey: Boolean? = false,
    shiftKey: Boolean? = false,
    altKey: Short
    val CAPTURING_PHASE: Int
    val NONE:
    Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE:
    Short
    }
}

DOM_KEY_LOCATION_RIGHT: Int
val DOM_KEY_LOCATION_NUMPAD: Int

Short
val CAPTURING_PHASE: Short
val AT_TARGET: Short
val BUBBLING_PHASE: Short

valu
unpublic external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
    get() = definedExterneally
    set(value) = definedExterneally

    var code: String? /* = "" */
    get() = definedExterneally
    set(value) = definedExterneally

    var location: Int? /* = 0 */
    get() = definedExterneally
    set(value) = definedExterneally

    var repeat: Boolean? /* = false */
    get() = definedExterneally
    set(value) = definedExterneally

    var isComposing: Boolean? = false,
    ctrlKey: Boolean? = false,
    shiftKey: Boolean? = false,
    altKey: Short
    val CAPTURING_PHASE: Int
    val NONE:
    Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE:
    Short
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExterneally
        set(value) = definedExterneally
    var code: String? /* = "" */
        get() = definedExterneally
        set(value) = definedExterneally
    var location: Int? /* = 0 */
        get() = definedExterneally
        set(value) = definedExterneally
    var repeat: Boolean? /* = false */
        get() = definedExterneally
        set(value) = definedExterneally
    var isComposing: Boolean? = false,
    ctrlKey: Boolean? = false,
    shiftKey: Boolean? = false,
    altKey: Short
    val CAPTURING_PHASE: Int
    val NONE:
    Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE:
    Short
    }
}

DOM_KEY_LOCATION_RIGHT: Int
val DOM_KEY_LOCATION_NUMPAD: Int

Short
val CAPTURING_PHASE: Short
val AT_TARGET: Short
val BUBBLING_PHASE: Short

valu
unpublic external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
    get() = definedExterneally
    set(value) = definedExterneally

    var code: String? /* = "" */
    get() = definedExterneally
    set(value) = definedExterneally

    var location: Int? /* = 0 */
    get() = definedExterneally
    set(value) = definedExterneally

    var repeat: Boolean? /* = false */
    get() = definedExterneally
    set(value) = definedExterneally

    var isComposing: Boolean? = false,
    ctrlKey: Boolean? = false,
    shiftKey: Boolean? = false,
    altKey: Short
    val CAPTURING_PHASE: Int
    val NONE:
    Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE:
    Short
    }
}

public external interface KeyboardEventInit : EventModifierInit {
    var key: String? /* = "" */
        get() = definedExterneally
        set(value) = definedExterneally
    var code: String? /* = "" */
        get() = definedExterneally
        set(value) = definedExterneally
    var location: Int? /* = 0 */
        get() = definedExterneally
        set(value) = definedExterneally
    var repeat: Boolean? /* = false */
        get() = definedExterneally
        set(value) = definedExterneally
    var isComposing: Boolean? = false,
    ctrlKey: Boolean? = false,
    shiftKey: Boolean? = false,
    altKey: Short
    val CAPTURING_PHASE: Int
    val NONE:
    Short
    val CAPTURING_PHASE: Short
    val AT_TARGET: Short
    val BUBBLING_PHASE:
    Short
    }
}
fun dispatchEvent(event: Event): Boolean

/**
 * Exposes the JavaScript
 * [EventListener](https://developer.mozilla.org/en/docs/Web/API/EventListener) to Kotlin
 */
public external interface EventListener {
    fun handleEvent(event: Event):",

/**
 * Exposes the JavaScript
 * [HTMLFormControlsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLFormControlsCollection)
 * to Kotlin
 */
*public external abstract class HTMLFormControlsCollection : HTMLCollection

/**
 * Exposes the JavaScript
 * [RadioNodeList](https://developer.mozilla.org/en/docs/Web/API/RadioNodeList) to Kotlin
 */
*public external abstract class RadioNodeList : NodeList, UnionElementOrRadioNodeList {
    open var value: String
}

/**
 * Exposes the JavaScript
 * [HTMLOptionsCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionsCollection) to Kotlin
 */
*public external abstract class HTMLOptionsCollection : HTMLCollection {
    override var length: Int
    open
    var selectedIndex: Int
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLOptionsCollection.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option

/**
 * Exposes the JavaScript
 * [HTMLElement](https://developer.mozilla.org/en/docs/Web/API/HTMLElement) to Kotlin
 */
*public external abstract class HTMLElement : Element, GlobalEventHandlers, DocumentAndElementEventHandlers,

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```kotlin
public external abstract class DOMStringMap

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.get(name: String): String? = asDynamic()[name]

@kotlin.internal.InlineOnly
public inline operator fun DOMStringMap.set(name: String, value: String) { asDynamic()[name] = value }

/**
 * Exposes the JavaScript [HTMLHtmlElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHtmlElement) to Kotlin
 */
public external abstract class HTMLHtmlElement : HTMLElement {
    open var version: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHeadElement](https://developer.mozilla.org/en/docs/Web/API/HTMLHeadElement) to Kotlin
 */
public external abstract class HTMLHeadElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTitleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTitleElement) to Kotlin
 */
public external abstract class HTMLTitleElement : HTMLElement {
    open var text: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBaseElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBaseElement) to Kotlin
 */
public external abstract class HTMLBaseElement : HTMLElement {
    open var href: String
    open var target:
```
String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLLinkElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLinkElement) to Kotlin
 */
public external abstract class HTMLLinkElement : HTMLElement, LinkStyle {
    open var href: String
    open var crossOrigin: String?
    open var rel: String
    open var `as`: RequestDestination
    open val relList: DOMTokenList
    open var media: String
    open var nonce: String
    open var hreflang: String
    open var type: String
    open val sizes: DOMTokenList
    open var referrerPolicy: String
    open var charset: String
    open var rev: String
    open var target: String
    open var scope: String
    open var workerType: WorkerType

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLMetaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMetaElement) to Kotlin
 */
public external abstract class HTMLMetaElement : HTMLElement {
    open var name: String
    open var httpEquiv: String
    open var content: String
    open var scheme: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLStyleElement](https://developer.mozilla.org/en/docs/Web/API/HTMLStyleElement) to Kotlin
 */
public external abstract class HTMLStyleElement : HTMLElement, LinkStyle {
    open var media: String
    open var nonce: String
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
/**
 * Exposes the JavaScript HTMLBodyElement to Kotlin
 */
public external abstract class HTMLBodyElement : HTMLElement, WindowEventHandlers {
    open var text: String
    open var link: String
    open var vLink: String
    open var aLink: String
    open var bgColor: String
    open var background: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript HTMLHeadingElement to Kotlin
 */
public external abstract class HTMLHeadingElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript HTMLParagraphElement to Kotlin
 */
public external abstract class HTMLParagraphElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript HTMLHRElement to Kotlin
 */
public external abstract class HTMLHRElement : HTMLElement {
    open var align: String
    open var color: String
    open var noShade: Boolean
    open var size: String
    open var width: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
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[HTMLPreElement](https://developer.mozilla.org/en/docs/Web/API/HTMLPreElement) to Kotlin

```kotlin
public external abstract class HTMLPreElement : HTMLElement {
    open var width: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

[HTMLQuoteElement](https://developer.mozilla.org/en/docs/Web/API/HTMLQuoteElement) to Kotlin

```kotlin
public external abstract class HTMLQuoteElement : HTMLElement {
    open var cite: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

[HTMLOListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOListElement) to Kotlin

```kotlin
public external abstract class HTMLOListElement : HTMLElement {
    open var reversed: Boolean
    open var start: Int
    open var type: String
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

[HTMLUListElement](https://developer.mozilla.org/en/docs/Web/API/HTMLUListElement) to Kotlin

```kotlin
public external abstract class HTMLUListElement : HTMLElement {
    open var compact: Boolean
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

[HTMLLIElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLIElement) to Kotlin

```kotlin
public external abstract class HTMLLIElement : HTMLElement {
    open var value: Int
    open var type: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
    }
}
```
CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE:
        Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTimeElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTimeElement) to Kotlin
 */
public external abstract class HTMLTimeElement : HTMLElement {
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSpanElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSpanElement) to Kotlin
 */
public external abstract class HTMLSpanElement : HTMLElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLBRElement](https://developer.mozilla.org/en/docs/Web/API/HTMLBRElement) to Kotlin
 */
public external abstract class HTMLBRElement : HTMLElement {
    open var clear: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLHyperlinkElementUtils](https://developer.mozilla.org/en/docs/Web/API/HTMLHyperlinkElementUtils) to Kotlin
 */
public external interface HTMLHyperlinkElementUtils {
    var href: String
    val origin: String
    var protocol: String
    var username: String
    var password: String
    var host: String
    var hostname: String
    var port: String
    var pathname: String
    var search: String
    var hash: String
}

/**
 * Exposes the JavaScript [HTMLModElement](https://developer.mozilla.org/en/docs/Web/API/HTMLModElement) to Kotlin
 */
public external abstract class HTMLModElement : HTMLElement {
    open var cite: String
    open var dateTime: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
public external abstract class HTMLIFrameElement : HTMLElement {
    open var src: String
    open var srcdoc: String
    open var name: String
    open var allowFullScreen: Boolean
    open var allowUserMedia: Boolean
    open var width: String
    open var height: String
    open var referrerPolicy: String
    open var contentDocument: Document
    open var contentWindow: Window
    open var align: String
    open var scrolling: String
    open var frameborder: String
    open var longDesc: String
    open var marginHeight: String
    open var marginWidth: String
    fun getSVGDocument(): Document
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLEmbedElement : HTMLElement {
    open var src: String
    open var type: String
    open var width: String
    open var height: String
    open var align: String
    open var name: String
    fun getSVGDocument(): Document
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class HTMLObjectElement : HTMLElement {
    open var data: String
    open var type: String
    open var typeMustMatch: Boolean
    open var name: String
    open var useMap: String
    open var form: HTMLFormElement?
    open var width: String
    open var height: String
    open var contentDocument: Document
    open var contentWindow: Window
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var align: String
    open var code: String
    open var declare: Boolean
    open var hspace: Int
    open var standby: String
    open var codeBase: String
    open var codeType: String
    open var border: String
    fun getSVGDocument(): Document
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
/**
 * Exposes the JavaScript [HTMLParamElement](https://developer.mozilla.org/en/docs/Web/API/HTMLParamElement) to Kotlin
 */
public external abstract class HTMLParamElement : HTMLElement {
    open var name: String
    open var value: String
    open var type: String
    open var valueType: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLVideoElement](https://developer.mozilla.org/en/docs/Web/API/HTMLVideoElement) to Kotlin
 */
public external abstract class HTMLVideoElement : HTMLMediaElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    open val videoWidth: Int
    open val videoHeight: Int
    open var poster: String
    open var playsInline: Boolean

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLAudioElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAudioElement) to Kotlin
 */
public external abstract class HTMLAudioElement : HTMLMediaElement {
    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_FUTURE_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTrackElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTrackElement) to Kotlin
 */
public external abstract class HTMLTrackElement : HTMLElement {
    open var kind: String
    open var src: String
    open var srclang: String
    open var label: String
    open var default: Boolean
    open val readyState: Short

    companion object {
        val NONE: Short
        val LOADING: Short
        val LOADED: Short
        val ERROR: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
    }
}
Short

val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin
 */
public external abstract class HTMLMediaElement : HTMLElement {
    open val error: MediaError?
    open var src: String
    open var srcObject: dynamic
    open val currentSrc: String
    open var crossOrigin: String?
    open val networkState: Short
    open var preload: String
    open var autoplay: Boolean
    open var loop: Boolean
    open var controls: Boolean
    open var volume: Double
    open var muted: Boolean
    open var defaultMuted: Boolean
    open var defaultPlaybackRate: Double
    open var playbackRate: Double
    open var currentTime: Double
    open var duration: Double
    open var paused: Boolean
    open var defaultPlaybackRate: Double
    open var playbackRate: Double
    open var loadedMetadata: TimeRanges
    open var loaded: TimeRanges
    open var seekable: TimeRanges
    open var readyState: Short
    open var seeking: Boolean
    open var loadedMetadata: TimeRanges
    open var readyState: Short
    open var loaded: TimeRanges
    open var seekable: TimeRanges
    open var currentSrc: String
    open var currentSrc: String
    open var duration: Double
    open var duration: Double
    fun load()
    fun canPlayType(type: String): CanPlayTypeResult
    fun fastSeek(time: Double)
    fun getStartDate(): dynamic
    fun play(): Promise<Unit>
    fun pause()
    fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */
public external abstract class MediaError {
    open val code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_DECODE: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }

/**
 * Exposes the JavaScript [AudioTrackList](https://developer.mozilla.org/en/docs/Web/API/AudioTrackList) to Kotlin
 */
public external abstract class AudioTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): AudioTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun AudioTrackList.get(index: Int): AudioTrack? = asDynamic()[index]

/**
 * Exposes the JavaScript [HTMLMediaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMediaElement) to Kotlin
 */
public external abstract class HTMLMediaElement : HTMLElement {
    open val error: MediaError?
    open var src: String
    open var srcObject: dynamic
    open val currentSrc: String
    open var crossOrigin: String?
    open val networkState: Short
    open var preload: String
    open var autoplay: Boolean
    open var loop: Boolean
    open var controls: Boolean
    open var volume: Double
    open var muted: Boolean
    open var defaultMuted: Boolean
    open var defaultPlaybackRate: Double
    open var playbackRate: Double
    open var currentTime: Double
    open var duration: Double
    open var paused: Boolean
    open var defaultPlaybackRate: Double
    open var playbackRate: Double
    open var loadedMetadata: TimeRanges
    open var loaded: TimeRanges
    open var seekable: TimeRanges
    open var currentSrc: String
    open var currentSrc: String
    open var duration: Double
    open var duration: Double
    fun load()
    fun canPlayType(type: String): CanPlayTypeResult
    fun fastSeek(time: Double)
    fun getStartDate(): dynamic
    fun play(): Promise<Unit>
    fun pause()
    fun addTextTrack(kind: TextTrackKind, label: String = definedExternally, language: String = definedExternally): TextTrack

    companion object {
        val NETWORK_EMPTY: Short
        val NETWORK_IDLE: Short
        val NETWORK_LOADING: Short
        val NETWORK_NO_SOURCE: Short
        val HAVE_NOTHING: Short
        val HAVE_METADATA: Short
        val HAVE_CURRENT_DATA: Short
        val HAVE_ENOUGH_DATA: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val ENTITY_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

/**
 * Exposes the JavaScript [MediaError](https://developer.mozilla.org/en/docs/Web/API/MediaError) to Kotlin
 */
public external abstract class MediaError {
    open val code: Short

    companion object {
        val MEDIA_ERR_ABORTED: Short
        val MEDIA_ERR_NETWORK: Short
        val MEDIA_ERR_DECODE: Short
        val MEDIA_ERR_SRC_NOT_SUPPORTED: Short
    }

/**
 * Exposes the JavaScript [VideoTrackList](https://developer.mozilla.org/en/docs/Web/API/VideoTrackList) to Kotlin
 */
public external abstract class VideoTrackList : EventTarget {
    open val length: Int
    open var onchange: ((Event) -> dynamic)?
    open var onaddtrack: ((TrackEvent) -> dynamic)?
    open var onremovetrack: ((TrackEvent) -> dynamic)?
    fun getTrackById(id: String): VideoTrack?
}

@kotlin.internal.InlineOnly
public inline operator fun VideoTrackList.get(index: Int): VideoTrack? = asDynamic()[index]
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript
 [HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLAreaElement) to Kotlin
 */
public
external abstract class HTMLAreaElement : HTMLElement, HTMLHyperlinkElementUtils {
    open var alt: String
    open var coords: String
    open var shape: String
    open var target: String
    open var download: String
    open var ping: String
    open var rel: String
    open val relList: DOMTokenList
    open var referrerPolicy: String
    open var noHref: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATIONSPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [HTMLAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableElement) to Kotlin
 */
public
external abstract class HTMLTableElement : HTMLElement {
    open var caption: HTMLTableCaptionElement?
    open var tHead: HTMLTableSectionElement?
    open var tFoot: HTMLTableSectionElement?
    open val tBodies: HTMLCollection
    open val rows: HTMLCollection
    open var align: String
    open var border: String
    open var frame: String
    open var rules: String
    open var summary: String
    open var width: String
    open var bgColor: String
    open var cellPadding: String
    open var cellSpacing: String
    fun createCaption(): HTMLTableCaptionElement
    fun deleteCaption()
    fun createTHead(): HTMLTableSectionElement
    fun deleteTHead()
    fun createTFoot(): HTMLTableSectionElement
    fun deleteTFoot()
    fun createTBody(): HTMLTableSectionElement
    fun insertRow(index: Int = definedExternally): HTMLTableRowElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [HTMLTableCaptionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCaptionElement) to Kotlin
 */
public external abstract class HTMLTableCaptionElement : HTMLElement {
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINEDBY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
 [HTMLTableColElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableColElement) to Kotlin
 */
public external abstract class HTMLTableColElement : HTMLElement {
    open var span: Int
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    open var width: String
Companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
}

/**
 * Exposes the JavaScript [HTMLTableSectionElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableSectionElement) to Kotlin
 */
public external abstract class HTMLTableSectionElement : HTMLElement {
    open val rows: HTMLCollection
    open var align: String
    open var ch: String
    open var chOff: String
    open var vAlign: String
    fun insertRow(index: Int = definedExternally): HTMLElement
    fun deleteRow(index: Int)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }

    /**
     * Exposes the JavaScript [HTMLTableRowElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableRowElement) to Kotlin
     */
    public external abstract class HTMLTableRowElement : HTMLElement {
        open val rowIndex: Int
        open val sectionRowIndex: Int
        open val cells: HTMLCollection
        open var align: String
        open var ch: String
        open var chOff: String
        open var vAlign: String
        open var bgColor: String
        fun insertCell(index: Int = definedExternally): HTMLElement
        fun deleteCell(index: Int)

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
        }
    }

    /**
     * Exposes the JavaScript [HTMLTableCellElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTableCellElement) to Kotlin
     */
    public external abstract class HTMLTableCellElement : HTMLElement {
        open var colSpan: Int
        open var rowSpan: Int
        open var headers: String
        open val cellIndex: Int
        open var scope: String
        open var abbr: String
        open var align: String
        open var axis: String
        open var height: String
        open var width: String
        open var ch: String
        open var chOff: String
        open var noWrap: Boolean
        open var vAlign: String
        open var bgColor: String

        companion object {
            val ELEMENT_NODE: Short
            val ATTRIBUTE_NODE: Short
            val TEXT_NODE: Short
            val CDATA_SECTION_NODE: Short
            val ENTITY_REFERENCE_NODE: Short
            val ENTITY_NODE: Short
            val PROCESSING_INSTRUCTION_NODE: Short
            val COMMENT_NODE: Short
            val DOCUMENT_NODE: Short
            val DOCUMENT_TYPE_NODE: Short
            val DOCUMENT_FRAGMENT_NODE: Short
            val NOTATION_NODE: Short
            val DOCUMENT_POSITION_DISCONNECTED: Short
            val DOCUMENT_POSITION_PRECEDING: Short
            val DOCUMENT_POSITION_FOLLOWING: Short
            val DOCUMENT_POSITION_CONTAINS: Short
            val DOCUMENT_POSITION_CONTAINED_BY: Short
        }
    }

val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [HTMLFormElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFormElement) to Kotlin
 */
public external abstract class HTMLFormElement : HTMLElement {
    open var acceptCharset: String
    open var action: String
    open var autocomplete: String
    open var enctype: String
    open var encoding: String
    open var method: String
    open var name: String
    open var noValidate: Boolean
    open var target: String
    open var elements: HTMLFormControlsCollection
    open var length: Int
    fun submit()
    fun reset()
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLFormElement.get(name: String): UnionElementOrRadioNodeList? = asDynamic()[name]

/**
 * Exposes the JavaScript [HTMLLabelElement](https://developer.mozilla.org/en/docs/Web/API/HTMLLabelElement) to Kotlin
 */
public external abstract class HTMLLabelElement : HTMLElement {
    open var htmlFor: String
    open var control: HTMLElement?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLInputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLInputElement) to Kotlin
 */
public external abstract class HTMLInputElement : HTMLElement {
    open var accept: String
    open var alt: String
    open var autocomplete: String
    open var autofocus: Boolean
    open var defaultChecked: Boolean
    open var checked: Boolean
    open var dirName: String
    open var disabled: Boolean
    open var form: HTMLFormElement?
    open var files: FileList?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var height: Int
    open var indeterminate: Boolean
    open var inputMode: String
    open var list: HTMLElement?
    open var max: String
    open var maxLength: Int
    open var minLength: Int
    open var multiple: Boolean
    open var name: String
    open var pattern: String
    open var placeholder: String
    open var readOnly: Boolean
    open var required: Boolean
    open var size: Int
    open var src: String
    open var step: Int
    open var type: String
    open var defaultValue: String
    open var value: String
    open var valueAsDate: dynamic
    open var valueAsNumber: Double
    open var width: Int
    open var willValidate: Boolean
    open var validity: ValidityState
    open var validationMessage: String
    open var labels: NodeList
    open var selectionStart: Int
    open var selectionEnd: Int
    open var selectionDirection: String
    open var align: String
    open var useMap: String
    fun stepUp(n: Int =
fun stepDown(n: Int = definedExternally) { fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String) { fun select() { fun setRangeText(replacement: String) { fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally) { fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally) { companion object { val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLButtonElement](https://developer.mozilla.org/en/docs/Web/API/HTMLButtonElement) to Kotlin
 */
public external abstract class HTMLButtonElement : HTMLElement {
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var formAction: String
    open var formEnctype: String
    open var formMethod: String
    open var formNoValidate: Boolean
    open var formTarget: String
    open var name: String
    open var type: String
    open var value: String
    open var menu: HTMLMenuElement?
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSelectElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSelectElement) to Kotlin
 */
public external abstract class HTMLSelectElement : HTMLElement, ItemArrayLike<Element> {
    open var autocomplete: String
    open var autofocus: Boolean
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var multiple: Boolean
    open var name: String
    open var required: Boolean
    open var size: Int
    open var type: String
    open var options: HTMLOptionsCollection
    override var length: Int
    open val selectedOptions: HTMLCollection
    open var selectedIndex: Int
    open var value: String
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    open val labels: NodeList
    fun namedItem(name: String): HTMLOptionElement?
    fun add(element: UnionHTMLOptGroupElementOrHTMLOptionElement, before: dynamic = definedExternally)
    fun remove(index: Int)
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)
    override fun item(index: Int): Element?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.get(index: Int): Element? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun HTMLSelectElement.set(index: Int, option: HTMLOptionElement?) { asDynamic()[index] = option }

/**
 * Exposes the JavaScript
[
**HTMLDataListElement**](https://developer.mozilla.org/en/docs/Web/API/HTMLDataListElement) to Kotlin
*/
public external abstract class HTMLDataListElement : HTMLElement {
    open val options: HTMLCollection

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[
*/
public external abstract class HTMLOptGroupElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open var label: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[
**HTMLOptionElement**](https://developer.mozilla.org/en/docs/Web/API/HTMLOptionElement) to Kotlin
*/
public external abstract class HTMLOptionElement : HTMLElement, UnionHTMLOptGroupElementOrHTMLOptionElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var label: String
    open var defaultSelected: Boolean
    open var selected: Boolean
    open var value: String
    open var text: String
    open val index: Int

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript
[
**HTMLTextAreaElement**](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin
*/
public external abstract class HTMLTextAreaElement : HTMLElement {
    open var autocomplete: String
    open var autofocus: Boolean
    open var cols: Int
    open var dirName: String
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var inputMode: String
    open var maxLength: Int
    open var
minLength: Int
  open var name: String
  open var placeholder: String
  open var readOnly: Boolean
  open var defaultValue: String
  open var wrap: String
  open var type: String
  open var value: String
  open var textLength: Int
  open var willValidate: Boolean
  open var selectionStart: Int?
  open var selectionEnd: Int?
  open var selectionDirection: String?
  fun checkValidity(): Boolean
  fun reportValidity(): Boolean
  fun setCustomValidity(error: String)
  fun setRangeText(replacement: String)
  fun setRangeText(replacement: String, start: Int, end: Int, selectionMode: SelectionMode = definedExternally)
  fun setSelectionRange(start: Int, end: Int, direction: String = definedExternally)

  companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
  }

/**
 * Exposes the JavaScript [HTMLKeygenElement](https://developer.mozilla.org/en/docs/Web/API/HTMLKeygenElement) to Kotlin
 */
public external abstract class HTMLKeygenElement : HTMLElement {
  open var autofocus: Boolean
  open var challenge: String
  open var disabled: Boolean
  open var form: HTMLFormElement?
  open var keytype: String
  open var name: String
  open var type: String
  open var willValidate: Boolean
  open var validity: ValidityState
  open var validationMessage: String
  open var labels: NodeList
  fun checkValidity(): Boolean
  fun reportValidity(): Boolean
  fun setCustomValidity(error: String)

  companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
  }

/**
 * Exposes the JavaScript [HTMLOutputElement](https://developer.mozilla.org/en/docs/Web/API/HTMLOutputElement) to Kotlin
 */
public external abstract class HTMLOutputElement : HTMLElement {
  open var htmlFor: DOMTokenList
  open var form: HTMLFormElement?
  open var name: String
  open var type: String
  open var defaultValue: String
  open var value: String
  open var willValidate: Boolean
  open var validity: ValidityState
  open var validationMessage: String
  open var labels: NodeList
  fun checkValidity(): Boolean
  fun reportValidity(): Boolean
  fun setCustomValidity(error: String)

  companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
  }

/**
 * Exposes the JavaScript [HTMLTextAreaElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTextAreaElement) to Kotlin
 */
public external abstract class HTMLTextAreaElement : HTMLElement {
  open var autocomplete: String?
  open var autocompleteAttr: Boolean
  open var autofocus: Boolean
  open var dir: String
  open var disabled: Boolean
  open var defaultValue: String
  open var form: HTMLFormElement?
  open var maxLength: Int
  open var maxLengthAttr: Boolean
  open var name: String
  open var placeholder: String
  open var readOnly: Boolean
  open var required: Boolean
  open var rows: Int
  open var wrap: String
  open var type: String
  open var value: String
  open var textLength: Int
  open var willValidate: Boolean
  open var selectionStart: Int?
  open var selectionEnd: Int?
  open var selectionDirection: String?
  fun checkValidity(): Boolean
  fun reportValidity(): Boolean
  fun setCustomValidity(error: String)

  companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
  }

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*Used in DCNM 12.12.0(2)*

### HTMLProgressElement

```kotlin
public external abstract class HTMLProgressElement : HTMLElement {
    open var value: Double
    open var max: Double
    open var position: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

### HTMLMeterElement

```kotlin
public external abstract class HTMLMeterElement : HTMLElement {
    open var value: Double
    open var min: Double
    open var max: Double
    open var low: Double
    open var high: Double
    open var optimum: Double
    open val labels: NodeList

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

### HTMLFieldSetElement

```kotlin
public external abstract class HTMLFieldSetElement : HTMLElement {
    open var disabled: Boolean
    open val form: HTMLFormElement?
    open var name: String
    open val type: String
    open val elements: HTMLCollection
    open val willValidate: Boolean
    open val validity: ValidityState
    open val validationMessage: String
    fun checkValidity(): Boolean
    fun reportValidity(): Boolean
    fun setCustomValidity(error: String)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```

### HTMLLegendElement

```kotlin
public external abstract class HTMLLegendElement : HTMLElement {
    open val form: HTMLFormElement?
    open var align: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
```
**Exposes the JavaScript [ValidityState](https://developer.mozilla.org/en/docs/Web/API/ValidityState) to Kotlin**

```kotlin
public external abstract class ValidityState {
    open val valueMissing: Boolean
    open val typeMismatch: Boolean
    open val patternMismatch: Boolean
    open val tooLong: Boolean
    open val rangeUnderflow: Boolean
    open val rangeOverflow: Boolean
    open val stepMismatch: Boolean
    open val badInput: Boolean
    open val customError: Boolean
    open val valid: Boolean
}
```

**Exposes the [HTMLDetailsElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDetailsElement) to Kotlin**

```kotlin
public external abstract class HTMLDetailsElement : HTMLElement {
    open var open: Boolean
}
```

**Exposes the [HTMLMenuElement](https://developer.mozilla.org/en/docs/Web/API/HTMLMenuElement) to Kotlin**

```kotlin
public external abstract class HTMLMenuElement : HTMLElement {
    open var type: String
    open var label: String
    open var compact: Boolean
    open var radiogroup: String
    open var default: Boolean
}
```

**Exposes the [RelatedEvent](https://developer.mozilla.org/en/docs/Web/API/RelatedEvent) to Kotlin**

```kotlin
public external open class RelatedEvent(type: String, eventInitDict: RelatedEventInit = definedExternally) : Event {
    open val relatedTarget: EventTarget?
}
```
RelatedEventInit {
    val o = js("({})")
    o["relatedTarget"] = relatedTarget
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [HTMLDialogElement](https://developer.mozilla.org/en/docs/Web/API/HTMLDialogElement) to Kotlin
 */
public external abstract class HTMLDialogElement : HTMLElement {
    open var open: Boolean
    open var returnValue: String

    fun show(anchor: UnionElementOrMouseEvent = definedExternally)
    fun showModal(anchor: UnionElementOrMouseEvent = definedExternally)
    fun close(returnValue: String = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

/**
 * Exposes the JavaScript [HTMLScriptElement](https://developer.mozilla.org/en/docs/Web/API/HTMLScriptElement) to Kotlin
 */
public external abstract class HTMLScriptElement : HTMLElement, HTMLOrSVGScriptElement {
    open var src: String
    open var type: String
    open var charset: String
    open var async: Boolean
    open var defer: Boolean
    open var crossOrigin: String?
    open var text: String
    open var nonce: String
    open var event: String
    open var htmlFor: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLTemplateElement](https://developer.mozilla.org/en/docs/Web/API/HTMLTemplateElement) to Kotlin
 */
public external abstract class HTMLTemplateElement : HTMLElement {
    open val content: DocumentFragment

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLSlotElement](https://developer.mozilla.org/en/docs/Web/API/HTMLSlotElement) to Kotlin
 */
public external abstract class HTMLSlotElement : HTMLElement {
    open var name: String

    fun assignedNodes(options: AssignedNodesOptions = definedExternally): Array<Node>

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
    }
}
DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short

val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short

val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

AssignedNodesOptions {
    var flatten: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    }

public external interface AssignedNodesOptions {
    var flatten: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun AssignedNodesOptions(flatten: Boolean? = false): AssignedNodesOptions {
    val o = js("({})")
    o["flatten"] = flatten
    return o
}

/**
 * Exposes the JavaScript [HTMLCanvasElement](https://developer.mozilla.org/en/docs/Web/API/HTMLCanvasElement) to Kotlin
 */
public external abstract class HTMLCanvasElement : HTMLElement, CanvasImageSource, TexImageSource {
    open var width: Int
    open var height: Int
    fun getContext(contextId: String, vararg arguments: Any?): RenderingContext?
    fun toDataURL(type: String = definedExternally, quality: Any? = definedExternally): String
    fun toBlob(_callback: (Blob?) -> Unit, type: String = definedExternally, quality: Any? = definedExternally)

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

public external interface CanvasRenderingContext2DSettings {
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CanvasRenderingContext2DSettings(alpha: Boolean? = true): CanvasRenderingContext2DSettings {
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript [CanvasRenderingContext2D](https://developer.mozilla.org/en/docs/Web/API/CanvasRenderingContext2D) to Kotlin
 */
public external abstract class CanvasRenderingContext2D : CanvasState, CanvasTransform, CanvasCompositing, CanvasImageSmoothing, CanvasFillStrokeStyles, CanvasShadowStyles, CanvasFilters, CanvasRect, CanvasDrawPath, CanvasUserInterface, CanvasText, CanvasDrawImage, CanvasHitRegion, CanvasImageData, CanvasPathDrawingStyles, CanvasTextDrawingStyles, CanvasPath, RenderingContext {
    open val canvas: HTMLCanvasElement
}

public external interface CanvasState {
    fun save()
    fun restore()
}

public external interface CanvasTransform {
    fun scale(x: Double, y: Double)
    fun rotate(angle: Double)
    fun translate(x: Double, y: Double)
    fun transform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun getTransform(): DOMMatrix
    fun setTransform(a: Double, b: Double, c: Double, d: Double, e: Double, f: Double)
    fun setTransform(transform: dynamic = definedExternally)
    fun resetTransform()
}

public external interface CanvasCompositing {
    var globalAlpha: Double
    var globalCompositeOperation: String
}

public external interface CanvasImageSmoothing {
    var imageSmoothingEnabled: Boolean
    var imageSmoothingQuality: ImageSmoothingQuality
}

public external interface CanvasFillStrokeStyles {
    var strokeStyle: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var fillStyle: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

fun createLinearGradient(x0: Double, y0: Double, x1: Double, y1: Double): CanvasGradient
fun createRadialGradient(x0: Double, y0: Double, r0: Double, x1: Double, y1: Double, r1: Double): CanvasGradient
fun createPattern(image: CanvasImageSource, repetition: String): CanvasPattern

fun createImageTransform(x0: Double, y0: Double, x1: Double, y1: Double): CanvasImageTransform

fun createImageFilter(): CanvasImageFilter

fun createImageRenderer(): CanvasImageRenderer

fun createImageResizer(): CanvasImageResizer

fun createImageVertices(): CanvasImageVertices

fun createQuery(): CanvasQuery

fun createTransform(): CanvasTransform
String

public external interface CanvasRect {
    fun clearRect(x: Double, y: Double, w: Double, h: Double)
    fun fillRect(x: Double, y: Double, w: Double, h: Double)
    fun strokeRect(x: Double, y: Double, w: Double, h: Double)
}

public external interface CanvasDrawPath {
    fun beginPath()
    fun fill(fillRule: CanvasFillRule = definedExternally)
    fun fill(path: Path2D, fillRule: CanvasFillRule = definedExternally)
    fun stroke(path: Path2D)
    fun clip(fillRule: CanvasFillRule = definedExternally)
    fun clip(path: Path2D, fillRule: CanvasFillRule = definedExternally)
    fun resetClip()
    fun isPointInPath(x: Double, y: Double)
    fun isPointInPath(path: Path2D, x: Double, y: Double)
    fun isPointInStroke(x: Double, y: Double)
    fun isPointInStroke(path: Path2D, x: Double, y: Double)
    fun isPointInStroke(path: Path2D, x: Double, y: Double, fillRule: CanvasFillRule = definedExternally)
    fun isPointInStroke(path: Path2D, x: Double, y: Double, fillRule: CanvasFillRule = definedExternally, radius: Double)
    fun isPointInStroke(path: Path2D, x: Double, y: Double, fillRule: CanvasFillRule = definedExternally, radius: Double, rotation: Double)
    fun isPointInStroke(path: Path2D, x: Double, y: Double, fillRule: CanvasFillRule = definedExternally, radius: Double, rotation: Double, anticlockwise: Boolean = definedExternally)
}

public external interface CanvasUserInterface {
    fun drawFocusIfNeeded(element: Element)
    fun drawFocusIfNeeded(path: Path2D, element: Element)
    fun scrollPathIntoView()
    fun scrollPathIntoView(path: Path2D)
    fun addHitRegion(path: Path2D)
    fun removeHitRegion(id: String)
    fun clearHitRegions()
}

public external interface CanvasText {
    fun fillText(text: String, x: Double, y: Double, maxWidth: Double)
    fun strokeText(text: String, x: Double, y: Double, maxWidth: Double)
    fun measureText(text: String): TextMetrics
}

public external interface CanvasDrawImage {
    fun.drawImage(image: CanvasImageSource, dx: Double, dy: Double)
    fun.drawImage(image: CanvasImageSource, dx: Double, dy: Double, dw: Double, dh: Double)
}

public external interface CanvasHitRegion {
    fun addHitRegion(options: HitRegionOptions = definedExternally)
    fun removeHitRegion(id: String)
    fun clearHitRegions()
}

public external interface CanvasImageData {
    fun createImageData(sw: Double, sh: Double): ImageData
    fun createImageData(imagedata: ImageData): ImageData
    fun getImageData(sx: Double, sy: Double, sw: Double, sh: Double): ImageData
    fun putImageData(imagedata: ImageData, dx: Double, dy: Double)
    fun putImageData(imagedata: ImageData, dx: Double, dy: Double, dw: Double, dh: Double)
}

public external interface CanvasPathDrawingStyles {
    var lineWidth: Double
    var lineCap: CanvasLineCap
    var lineJoin: CanvasLineJoin
    var miterLimit: Double
    var lineDashOffset: Double
    fun setLineDash(segments: Array<Double>)
    fun getLineDash(): Array<Double>
}

public external interface CanvasTextDrawingStyles {
    var font: String
    var textAlign: CanvasTextAlign
    var textBaseline: CanvasTextBaseline
    var direction: CanvasDirection
    fun setTransform(transform: dynamic = definedExternally)
    fun getTransform(): dynamic
}

public external interface CanvasPath {
    fun closePath()
    fun moveTo(x: Double, y: Double)
    fun lineTo(x: Double, y: Double)
    fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double)
    fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)
    fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)
    fun arcTo(x1: Double, y1: Double, radiusX: Double, radiusY: Double, rotation: Double)
    fun rect(x: Double, y: Double, w: Double, h: Double)
    fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally)
    fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally)
    fun rect(x: Double, y: Double, w: Double, h: Double)
    fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean = definedExternally)
}

/**
 * Exposes the JavaScript [CanvasGradient](https://developer.mozilla.org/en/docs/Web/API/CanvasGradient) to Kotlin
 */
public abstract class CanvasGradient {
    fun addColorStop(offset: Double, color: String)
}

/**
 * Exposes the JavaScript [CanvasPattern](https://developer.mozilla.org/en/docs/Web/API/CanvasPattern) to Kotlin
 */
public abstract class CanvasPattern {
    fun setTransform(transform: dynamic = definedExternally)
}

/**
 * Exposes the JavaScript [TextMetrics](https://developer.mozilla.org/en/docs/Web/API/TextMetrics) to Kotlin
 */
public abstract class TextMetrics {
    open val width: Double
    open val actualBoundingBoxLeft: Double
    open val fontBoundingBoxAscent: Double
    open val fontBoundingBoxDescent: Double
    open val actualBoundingBoxAscent: Double
    open val actualBoundingBoxDescent: Double
    open val emHeightAscent: Double
    open val emHeightDescent: Double
    open val hangingBaseline: Double
}

public external interface HitRegionOptions {
    var path: Path2D? /* null */
        get() = definedExternally
        set(value) = definedExternally
    var fillRule: CanvasFillRule? /* null */
        get() = definedExternally
        set(value) = definedExternally
    var palindrome: Boolean
        get() = definedExternally
        set(value) = definedExternally
    var isRectangular: Boolean
        get() = definedExternally
        set(value) = definedExternally
}

/**
 * Exposes the JavaScript [CanvasGradient](https://developer.mozilla.org/en/docs/Web/API/CanvasGradient) to Kotlin
 */
public abstract class CanvasGradient {
    fun addColorStop(offset: Double, color: String)
}

/**
 * Exposes the JavaScript [CanvasPattern](https://developer.mozilla.org/en/docs/Web/API/CanvasPattern) to Kotlin
 */
public abstract class CanvasPattern {
    fun setTransform(transform: dynamic = definedExternally)
}

/**
 * Exposes the JavaScript [TextMetrics](https://developer.mozilla.org/en/docs/Web/API/TextMetrics) to Kotlin
 */
public abstract class TextMetrics {
    open val width: Double
    open val actualBoundingBoxLeft: Double
    open val fontBoundingBoxAscent: Double
    open val fontBoundingBoxDescent: Double
    open val actualBoundingBoxAscent: Double
    open val actualBoundingBoxDescent: Double
    open val emHeightAscent: Double
    open val emHeightDescent: Double
    open val hangingBaseline: Double
    open val alphabeticBaseline: Double
    open val ideographicBaseline: Double
}

/**
 * Exposes the JavaScript [CanvasGradient](https://developer.mozilla.org/en/docs/Web/API/CanvasGradient) to Kotlin
 */
public abstract class CanvasGradient {
    fun addColorStop(offset: Double, color: String)
}

/**
 * Exposes the JavaScript [CanvasPattern](https://developer.mozilla.org/en/docs/Web/API/CanvasPattern) to Kotlin
 */
public abstract class CanvasPattern {
    fun setTransform(transform: dynamic = definedExternally)
}

/**
 * Exposes the JavaScript [TextMetrics](https://developer.mozilla.org/en/docs/Web/API/TextMetrics) to Kotlin
 */
public abstract class TextMetrics {
    open val width: Double
    open val actualBoundingBoxLeft: Double
    open val fontBoundingBoxAscent: Double
    open val fontBoundingBoxDescent: Double
    open val actualBoundingBoxAscent: Double
    open val actualBoundingBoxDescent: Double
    open val emHeightAscent: Double
    open val emHeightDescent: Double
    open val hangingBaseline: Double
    open val alphabeticBaseline: Double
    open val ideographicBaseline: Double
}

/**
 * Exposes the JavaScript [CanvasGradient](https://developer.mozilla.org/en/docs/Web/API/CanvasGradient) to Kotlin
 */
public abstract class CanvasGradient {
    fun addColorStop(offset: Double, color: String)
}

/**
 * Exposes the JavaScript [CanvasPattern](https://developer.mozilla.org/en/docs/Web/API/CanvasPattern) to Kotlin
 */
public abstract class CanvasPattern {
    fun setTransform(transform: dynamic = definedExternally)
}

/**
 * Exposes the JavaScript [TextMetrics](https://developer.mozilla.org/en/docs/Web/API/TextMetrics) to Kotlin
 */
public abstract class TextMetrics {
    open val width: Double
    open val actualBoundingBoxLeft: Double
    open val fontBoundingBoxAscent: Double
    open val fontBoundingBoxDescent: Double
    open val actualBoundingBoxAscent: Double
    open val actualBoundingBoxDescent: Double
    open val emHeightAscent: Double
    open val emHeightDescent: Double
    open val hangingBaseline: Double
    open val alphabeticBaseline: Double
    open val ideographicBaseline: Double
}
CanvasFillRule.NONZERO */
        get() = definedExternally
        set(value) = definedExternally
    var id:
        String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var parentID: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var cursor: String? /* = "inherit" */
        get() = definedExternally
        set(value) = definedExternally
    var control: Element? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var label: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var role: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun HitRegionOptions(path: Path2D? = null, fillRule: CanvasFillRule? = CanvasFillRule.NONZERO, id: String? = "",
    val o = js("({})")
    o["path"] = path
    o["fillRule"] = fillRule
    o["id"] = id
    o["parentID"] = parentID
    o["cursor"] = cursor
    o["control"] = control
    o["role"] = role
    return o
}

/**
 * Exposes the JavaScript [ImageData](https://developer.mozilla.org/en/docs/Web/API/ImageData) to Kotlin
 */
public external open class ImageData : ImageBitmapSource, TexImageSource {
    constructor(sw: Int, sh: Int)
    constructor(data: Uint8ClampedArray, sw: Int, sh: Int = definedExternally)
    open val width: Int
    open val height: Int
    open val data: Uint8ClampedArray
}

/**
 * Exposes the JavaScript [Path2D](https://developer.mozilla.org/en/docs/Web/API/Path2D) to Kotlin
 */
public external open class Path2D() : CanvasPath {
    constructor(path: Path2D)
    constructor(paths: Array<Path2D>, fillRule: CanvasFillRule = definedExternally)
    constructor(d: String)
    fun addPath(path: Path2D, transform: dynamic = definedExternally)
    override fun closePath()
    override fun moveTo(x: Double, y: Double)
    override fun lineTo(x: Double, y: Double)
    override fun quadraticCurveTo(cpx: Double, cpy: Double, x: Double, y: Double)
    override fun bezierCurveTo(cp1x: Double, cp1y: Double, cp2x: Double, cp2y: Double, x: Double, y: Double)
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radius: Double)
    override fun arcTo(x1: Double, y1: Double, x2: Double, y2: Double, radiusX: Double, radiusY: Double, rotation: Double)
    override fun rect(x: Double, y: Double, width: Double, height: Double)
    override fun arc(x: Double, y: Double, radius: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */) // Exposes the JavaScript
    override fun ellipse(x: Double, y: Double, radiusX: Double, radiusY: Double, rotation: Double, startAngle: Double, endAngle: Double, anticlockwise: Boolean /* = definedExternally */)
}

/**
 * Exposes the JavaScript [ImageBitmapRenderingContext](https://developer.mozilla.org/en/docs/Web/API/ImageBitmapRenderingContext) to Kotlin
 */
public external abstract class ImageBitmapRenderingContext {
    open val canvas: HTMLCanvasElement
    fun transferFromImageBitmap(bitmap: ImageBitmap?)
}

public external interface ImageBitmapRenderingContextSettings {
    var alpha: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["alpha"] = alpha
    return o
}

/**
 * Exposes the JavaScript [CustomElementRegistry](https://developer.mozilla.org/en/docs/Web/API/CustomElementRegistry) to Kotlin
 */
public external abstract class CustomElementRegistry {
    fun define(name: String, constructor: () -> dynamic, options: ElementDefinitionOptions = definedExternally)
    fun get(name: String): Any?
    fun whenDefined(name: String): Promise<Unit>
}

public external interface ElementDefinitionOptions {
    var extends: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ElementDefinitionOptions(extends: String? = undefined): ElementDefinitionOptions {
    val o = js("({})")
    o["extends"] = extends
    return o
}

public external interface ElementContentEditable {
    var contentEditable: String
    val isContentEditable: Boolean
}

/**
 * Exposes the JavaScript [DataTransfer](https://developer.mozilla.org/en/docs/Web/API/DataTransfer) to Kotlin
 */
public external abstract class DataTransfer {
    fun getData(format: String): String
    fun setDragImage(image: Element, x: Int, y: Int)
}
**Open Source Used In DCNM 12.12.0(2) 10661**

```kotlin
fun clearData(data: String) = definedExternally

fun add(data: String, type: String) = definedExternally

fun remove(index: Int) = definedExternally

fun get(index: Int) = definedExternally

fun getAsString(index: Int) = definedExternally

fun getAsFile(index: Int) = definedExternally

fun getAsBlob(index: Int) = definedExternally

fun getAsImage(index: Int) = definedExternally
```

**DataTransferItemList**

```kotlin
public abstract class DataTransferItemList {
    open val length: Int
    fun add(data: String, type: String): DataTransferItem?
    fun add(data: File): DataTransferItem?
    fun remove(index: Int)
    fun clear()
}
```

**DataTransferItem**

```kotlin
public abstract class DataTransferItem {
    open val kind: String
    open val type: String
    fun getAsString(_callback: ((String) -> Unit)?)
    fun getAsFile(): File?
}
```

**DragEvent**

```kotlin
public open class DragEvent(type: String, eventInitDict: DragEventInit = definedExternally) : MouseEvent {
    open val dataTransfer: DataTransfer?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

**DragEventInit**

```kotlin
public interface DragEventInit : MouseEventInit {
    var dataTransfer: DataTransfer? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}
```

**Window**

```kotlin
public abstract class Window : EventTarget, GlobalEventHandlers, WindowEventHandlers, WindowOrWorkerGlobalScope, WindowSessionStorage, WindowLocalStorage, GlobalPerformance, UnionMessagePortOrWindowProxy {
    open val window: Window
    open val self: Window
    open val document: Document
    open var name: String
    open val location: Location
    open val history: History
    open val customElements: CustomElementRegistry
    open val locationbar: BarProp
    open val menubar: BarProp
    open val personalbar: BarProp
    open val scrollbars: BarProp
    open val statusbar: BarProp
    open val toolbar: BarProp
    open val status: String
    open val closed: Boolean
    open val frames: Window
    open val length: Int
    open val top: Window
    open val opener: Any?
    open val parent: Window
    open val frameElement: Element?
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
    open val open: Boolean
    open val value: String
    open val visible: Boolean
    open val location: Location
    open val history: History
    open val customElements: CustomElementRegistry
    open val locationbar: BarProp
    open val menubar: BarProp
    open val personalbar: BarProp
    open val scrollbars: BarProp
    open val statusbar: BarProp
    open val toolbar: BarProp
    open val status: String
    open val closed: Boolean
    open val frames: Window
    open val length: Int
    open val top: Window
    open val opener: Any?
    open val parent: Window
    open val frameElement: Element?
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
    open val open: Boolean
    open val value: String
    open val visible: Boolean
    open val location: Location
    open val history: History
    open val customElements: CustomElementRegistry
    open val locationbar: BarProp
    open val menubar: BarProp
    open val personalbar: BarProp
    open val scrollbars: BarProp
    open val statusbar: BarProp
    open val toolbar: BarProp
    open val status: String
    open val closed: Boolean
    open val frames: Window
    open val length: Int
    open val top: Window
    open val opener: Any?
    open val parent: Window
    open val frameElement: Element?
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
    open val open: Boolean
    open val value: String
    open val visible: Boolean
    open val location: Location
    open val history: History
    open val customElements: CustomElementRegistry
    open val locationbar: BarProp
    open val menubar: BarProp
    open val personalbar: BarProp
    open val scrollbars: BarProp
    open val statusbar: BarProp
    open val toolbar: BarProp
    open val status: String
    open val closed: Boolean
    open val frames: Window
    open val length: Int
    open val top: Window
    open val opener: Any?
    open val parent: Window
    open val frameElement: Element?
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
    open val open: Boolean
    open val value: String
    open val visible: Boolean
    open val location: Location
    open val history: History
    open val customElements: CustomElementRegistry
    open val locationbar: BarProp
    open val menubar: BarProp
    open val personalbar: BarProp
    open val scrollbars: BarProp
    open val statusbar: BarProp
    open val toolbar: BarProp
    open val status: String
    open val closed: Boolean
    open val frames: Window
    open val length: Int
    open val top: Window
    open val opener: Any?
    open val parent: Window
    open val frameElement: Element?
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
    open val open: Boolean
    open val value: String
    open val visible: Boolean
    open val location: Location
    open val history: History
    open val customElements: CustomElementRegistry
    open val locationbar: BarProp
    open val menubar: BarProp
    open val personalbar: BarProp
    open val scrollbars: BarProp
    open val statusbar: BarProp
    open val toolbar: BarProp
    open val status: String
    open val closed: Boolean
    open val frames: Window
    open val length: Int
    open val top: Window
    open val opener: Any?
    open val parent: Window
    open val frameElement: Element?
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
    open val open: Boolean
    open val value: String
    open val visible: Boolean
    open val location: Location
    open val history: History
    open val customElements: CustomElementRegistry
    open val locationbar: BarProp
    open val menubar: BarProp
    open val personalbar: BarProp
    open val scrollbars: BarProp
    open val statusbar: BarProp
    open val toolbar: BarProp
    open val status: String
    open val closed: Boolean
    open val frames: Window
    open val length: Int
    open val top: Window
    open val opener: Any?
    open val parent: Window
    open val frameElement: Element?
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
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    open val value: String
    open val visible: Boolean
    open val location: Location
    open val history: History
    open val customElements: CustomElementRegistry
    open val locationbar: BarProp
    open val menubar: BarProp
    open val personalbar: BarProp
    open val scrollbars: BarProp
    open val statusbar: BarProp
    open val toolbar: BarProp
    open val status: String
    open val closed: Boolean
    open val frames: Window
    open val length: Int
    open val top: Window
    open val opener: Any?
    open val parent: Window
    open val frameElement: Element?
    open val navigator: Navigator
    open val applicationCache: ApplicationCache
    open val open: Boolean
    open val value: String
    open val visible: Boolean
    open val location: Location
    open val history: History
    open val customElements: CustomElementRegistry
    open val locationbar: BarProp
    open val menubar: BarProp
    open val personalbar: BarProp
    open val scrollbars: BarProp
    open val statusbar: BarPr...
composed: Boolean? = false): PageTransitionEventInit
        {n
            val o = js(JSON.stringify(this))
            o["persisted"] = persisted
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return
        }
    }
}

/**
 * Exposes the JavaScript [BeforeUnloadEvent](https://developer.mozilla.org/en/docs/Web/API/BeforeUnloadEvent) to Kotlin
 */
public external open class BeforeUnloadEvent : Event
    {n
type: String
    eventInitDict: BeforeUnloadEventInit = definedExternally
}

/**
 * Exposes the JavaScript [NavigatorOnLine](https://developer.mozilla.org/en/docs/Web/API/NavigatorOnLine) to Kotlin
 */
public external interface NavigatorOnLine
    {n
    val onLine: Boolean
    }

/**
 * Exposes the JavaScript [ErrorEvent](https://developer.mozilla.org/en/docs/Web/API/ErrorEvent) to Kotlin
 */
public external open class ErrorEvent
    {n
        type: String
        eventInitDict: ErrorEventInit = definedExternally
    }

public external interface ErrorEventInit : EventInit
    {n
        var message: String?
        var filename: String?
        var lineno: Int?
        var colno: Int?
        var error: Any?
    }

@kotlin.internal.InlineOnly
        {n
            val o = js(JSON.stringify(this))
            o["message"] = message
            o["filename"] = filename
            o["lineno"] = lineno
            o["colno"] = colno
            o["error"] = error
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return o
        }

/**
 * Exposes the JavaScript [PromiseRejectionEvent](https://developer.mozilla.org/en/docs/Web/API/PromiseRejectionEvent) to Kotlin
 */
public external open class PromiseRejectionEvent
    {n
        type: String
        eventInitDict: PromiseRejectionEventInit = definedExternally
    }

public external interface PromiseRejectionEventInit : EventInit
    {n
        var promise: Promise<Any>?
        var reason: Any?
    }

@kotlin.internal.InlineOnly
        {n
            val o = js(JSON.stringify(this))
            o["promise"] = promise
            o["reason"] = reason
            o["bubbles"] = bubbles
            o["cancelable"] = cancelable
            o["composed"] = composed
            return o
        }

/**
 * Exposes the JavaScript [GlobalEventHandlers](https://developer.mozilla.org/en/docs/Web/API/GlobalEventHandlers) to Kotlin
 */
public external interface GlobalEventHandlers
    {n
        val onAbort: ((Event) -> dynamic)?
        val onblur: ((FocusEvent) -> dynamic)?
        val oncancel: ((Event) -> dynamic)?
        val onerror: ((ErrorEvent) -> dynamic)?
        val onprogress: ((ProgressEvent) -> dynamic)?
        val onreadystatechange: ((Event) -> dynamic)?
        val onfocus: ((FocusEvent) -> dynamic)?
        val onmessage: ((MessageEvent) -> dynamic)?
        val onfocusin: ((FocusEvent) -> dynamic)?
        val onfocusout: ((FocusEvent) -> dynamic)?
        val onfocusin: ((FocusEvent) -> dynamic)?
        val onfocusout: ((FocusEvent) -> dynamic)?
        val onfocusin: ((FocusEvent) -> dynamic)?
        val onfocusout: ((FocusEvent) -> dynamic)?
    }

public external interface GlobalEventHandlers
    {n
        val onAbort: ((Event) -> dynamic)?
        val onblur: ((FocusEvent) -> dynamic)?
        val oncancel: ((Event) -> dynamic)?
        val onerror: ((ErrorEvent) -> dynamic)?
        val onprogress: ((ProgressEvent) -> dynamic)?
        val onreadystatechange: ((Event) -> dynamic)?
        val onfocus: ((FocusEvent) -> dynamic)?
        val onmessage: ((MessageEvent) -> dynamic)?
        val onfocusin: ((FocusEvent) -> dynamic)?
        val onfocusout: ((FocusEvent) -> dynamic)?
        val onfocusin: ((FocusEvent) -> dynamic)?
        val onfocusout: ((FocusEvent) -> dynamic)?
        val onfocusin: ((FocusEvent) -> dynamic)?
        val onfocusout: ((FocusEvent) -> dynamic)?
    }

[Open Source Used In DCNM 12 12.0(2) 10663]
definedExternally\nset(value) = definedExternally\nvar oncanplaythrough: ((Event) -> dynamic)\nget()
= definedExternally\nset(value) = definedExternally\nvar onchange: ((Event) -> dynamic)\nget() =
definedExternally\nset(value) = definedExternally\nvar onclick: ((MouseEvent) -> dynamic)\nget() =
definedExternally\nset(value) = definedExternally\nvar onclose: ((Event) -> dynamic)\nget() =
definedExternally\nset(value) = definedExternally\nvar oncontextmenu: ((MouseEvent) -> dynamic)\nget() =
definedExternally\nset(value) = definedExternally\nvar oncuechange: ((Event) -> dynamic)\nget() =
definedExternally\nset(value) = definedExternally\nvar ondblclick: ((MouseEvent) -> dynamic)\nget() =
definedExternally\nset(value) = definedExternally\nvar ondrag: ((DragEvent) -> dynamic)\nget() =
definedExternally\nset(value) = definedExternally\nvar ondragend: ((DragEvent) -> dynamic)\nget() =
definedExternally\nset(value) = definedExternally\nvar ondragenter: ((DragEvent) -> dynamic)\nget() =
definedExternally\nset(value) = definedExternally\nvar ondragexit: ((DragEvent) -> dynamic)\nget() =
definedExternally\nset(value) = definedExternally\nvar ondragleave: ((DragEvent) -> dynamic)\nget() =
definedExternally\nset(value) = definedExternally\nvar ondurationchange: ((Event) -> dynamic)\nget() =
definedExternally\nset(value) = definedExternally\nvar onemptied: ((Event) -> dynamic)\nget() =
definedExternally\nset(value) = definedExternally\nvar onended: ((Event) -> dynamic)\nget() =
definedExternally\nset(value) = definedExternally\nvar onerror: ((dynamic, String, Int, Int, Any?) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onfocus: ((FocusEvent) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar oninput: ((InputEvent) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar oninvalid: ((Event) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onkeydown: ((KeyboardEvent) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onkeypress: ((KeyboardEvent) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onkeyup: ((KeyboardEvent) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onmousedown: ((MouseEvent) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onmousemove: ((MouseEvent) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onmouseout: ((MouseEvent) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onmouseover: ((MouseEvent) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onmouseup: ((MouseEvent) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onmousewheel: ((WheelEvent) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onpause: ((Event) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onplay: ((Event) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onplaying: ((Event) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onprogress: ((ProgressEvent) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onratechange: ((Event) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onreset: ((Event) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onresize: ((Event) ->
dynamic)\nget() = definedExternally\nset(value) = definedExternally\nvar onscroll: ((Event) ->
dynamic)\nget() = definedExternally\n
set(value) = definedExternally
    var onseeked: ((Event) -> dynamic)?
        get() = definedExternally
    var onseeking: ((Event) -> dynamic)?
        get() = definedExternally
    var onselect: ((Event) -> dynamic)?
        get() = definedExternally
    var onshow: ((Event) -> dynamic)?
        get() = definedExternally
    var onstalled: ((Event) -> dynamic)?
        get() = definedExternally
    var onsubmit: ((Event) -> dynamic)?
        get() = definedExternally
    var onsuspend: ((Event) -> dynamic)?
        get() = definedExternally
    var ontimeupdate: ((Event) -> dynamic)?
        get() = definedExternally
    var ontoggle: ((Event) -> dynamic)?
        get() = definedExternally
    var onvolumechange: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onwaiting: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var ongotpointercapture: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onlostpointercapture: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerdown: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointermove: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerup: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointercancel: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerover: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerout: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerenter: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpointerleave: ((PointerEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onafterprint: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onbeforeprint: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onbeforeunload: ((BeforeUnloadEvent) -> String)?
        get() = definedExternally
        set(value) = definedExternally
    var onhashchange: ((HashChangeEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onlanguagechange: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onmessage: ((MessageEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onoffline: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var ononline: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpagehide: ((PageTransitionEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpageshow: ((PageTransitionEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpopstate: ((PopStateEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onrejectionhandled: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onstorage: ((StorageEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onunhandledrejection: ((PromiseRejectionEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onunload: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncopy: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncut: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpaste: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onunload: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncopy: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var oncut: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onpaste: ((ClipboardEvent) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally
    var onunload: ((Event) -> dynamic)?
        get() = definedExternally
        set(value) = definedExternally

CacheStorage

fun btoa(data: String): String
fun atob(data: String): String
fun setTimeout(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
fun clearTimeout(handle: Int = definedExternally)
fun setInterval(handler: dynamic, timeout: Int = definedExternally, vararg arguments: Any?): Int
fun clearInterval(handle: Int = definedExternally)
fun createImageBitmap(image: ImageBitmapSource, options: ImageBitmapOptions = definedExternally): Promise<ImageBitmap>
fun fetch(input: dynamic, init: RequestInit = definedExternally): Promise<Response>

/**
 * Exposes the JavaScript [Navigator](https://developer.mozilla.org/en/docs/Web/API/Navigator) to Kotlin
 */
public external abstract class Navigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorContentUtils, NavigatorCookies, NavigatorPlugins, NavigatorConcurrencyHardware {
    open val openVal clipboard: Clipboard
    open val openVal mediaDevices: MediaDevices
    open val maxTouchPoints: Int
    open val serviceWorker: ServiceWorkerContainer
    fun getUserMedia(constraints: MediaStreamConstraints, successCallback: (MediaStream) -> Unit, errorCallback: (dynamic) -> Unit)
    fun vibrate(pattern: dynamic): Boolean
}

/**
 * Exposes the JavaScript [NavigatorID](https://developer.mozilla.org/en/docs/Web/API/NavigatorID) to Kotlin
 */
public external interface NavigatorID {
    val appCodeName: String
    val appName: String
    val appVersion: String
    val platform: String
    val product: String
    val productSub: String
    val userAgent: String
    val vendor: String
    val vendorSub: String
    fun taintEnabled(): Boolean
}

/**
 * Exposes the JavaScript [NavigatorLanguage](https://developer.mozilla.org/en/docs/Web/API/NavigatorLanguage) to Kotlin
 */
public external interface NavigatorLanguage {
    val language: String
    val languages: Array<out String>
}

public external interface NavigatorContentUtils {
    fun registerProtocolHandler(scheme: String, url: String, title: String)
    fun registerContentHandler(mimetype: String, url: String, title: String)
    fun isProtocolHandlerRegistered(scheme: String, url: String): String
    fun isContentHandlerRegistered(mimetype: String, url: String): String
    fun unregisterProtocolHandler(scheme: String, url: String)
    fun unregisterContentHandler(mimetype: String, url: String)
}

public external interface NavigatorCookies {
    val cookieEnabled: Boolean
}

/**
 * Exposes the JavaScript [NavigatorPlugins](https://developer.mozilla.org/en/docs/Web/API/NavigatorPlugins) to Kotlin
 */
public external interface NavigatorPlugins {
    val plugins: PluginArray
    val mimeTypes: MimeTypeArray
    fun javaEnabled(): Boolean
}

/**
 * Exposes the JavaScript [PluginArray](https://developer.mozilla.org/en/docs/Web/API/PluginArray) to Kotlin
 */
public external abstract class PluginArray : ItemArrayLike<Plugin> {
    fun refresh(reload: Boolean = definedExternally)
    override fun item(index: Int): Plugin?
    fun namedItem(name: String): Plugin?
}

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(index: Int): Plugin? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun PluginArray.get(name: String): Plugin? = asDynamic()[name]

/**
 * Exposes the JavaScript [MimeTypeArray](https://developer.mozilla.org/en/docs/Web/API/MimeTypeArray) to Kotlin
 */
public external abstract class MimeTypeArray : ItemArrayLike<MimeType> {
    override fun item(index: Int): MimeType?
    fun namedItem(name: String): MimeType?
}

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(index: Int): MimeType? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun MimeTypeArray.get(name: String): MimeType? = asDynamic()[name]

/**
 * Exposes the JavaScript [MimeType](https://developer.mozilla.org/en/docs/Web/API/MimeType) to Kotlin
 */
public external abstract class MimeType {
    open val type: String
    open val description: String
    open val suffixes: String
    open val

abstract class ImageBitmap {
    open val width: Int
    open val height: Int
    fun close()/* Exposes public external interface ImageBitmapOptions */

    /**
     * Exposes the JavaScript ImageBitmap to Kotlin
     */
    public external abstract class ImageBitmap : CanvasImageSource, TexImageSource {
        open val width: Int
        open val height: Int
        fun close() /* Exposed by ImageBitmap */
    }

    public external interface ImageBitmapOptions {
        var imageOrientation: ImageOrientation? /* = ImageOrientation.NONE */
            get() = definedExternally
            set(value) = definedExternally
        var premultiplyAlpha: PremultiplyAlpha? /* = PremultiplyAlpha.DEFAULT */
            get() = definedExternally
            set(value) = definedExternally
        var colorSpaceConversion: ColorSpaceConversion? /* = ColorSpaceConversion.DEFAULT */
            get() = definedExternally
            set(value) = definedExternally
        var resizeWidth: Int?
            get() = definedExternally
            set(value) = definedExternally
        var resizeHeight: Int?
            get() = definedExternally
            set(value) = definedExternally
        var resizeQuality: ResizeQuality? /* = ResizeQuality.LOW */
            get() = definedExternally
            set(value) = definedExternally
    }

    @kotlin.internal.InlineOnly
    public inline fun ImageBitmapOptions(imageOrientation: ImageOrientation? = ImageOrientation.NONE,
        premultiplyAlpha: PremultiplyAlpha? = PremultiplyAlpha.DEFAULT,
        colorSpaceConversion: ColorSpaceConversion? = ColorSpaceConversion.DEFAULT,
        resizeWidth: Int? = undefined,
        resizeHeight: Int? = undefined,
        resizeQuality: ResizeQuality? = ResizeQuality.LOW): ImageBitmapOptions {
        val o = js("({})")
        o["imageOrientation"] = imageOrientation
        o["premultiplyAlpha"] = premultiplyAlpha
        o["colorSpaceConversion"] = colorSpaceConversion
        o["resizeWidth"] = resizeWidth
        o["resizeHeight"] = resizeHeight
        o["resizeQuality"] = resizeQuality
        return o
    }

    /**
     * Exposes the JavaScript MessageEvent(https://developer.mozilla.org/en/docs/Web/API/MessageEvent) to Kotlin */
    public external open class MessageEvent(type: String, eventInitDict: MessageEventInit = definedExternally) : Event {
        open val data: Any? /* Exposed by MessageEvent */
        open val origin: String
        open val lastEventId: String
        open val source: UnionMessagePortOrWindowProxy?
        open val ports: Array<MessagePort>
        fun initMessageEvent(type: String, bubbles: Boolean, cancelable: Boolean, data: Any?, origin: String, lastEventId: String,
            source: UnionMessagePortOrWindowProxy?, ports: Array<MessagePort>)

        companion object {
            val NONE: Short
            val CAPTURING_PHASE: Short
            val AT_TARGET: Short
            val BUBBLING_PHASE: Short
        }

        public external interface MessageEventInit : EventInit {
            var data: Any? /* = null */
                get() = definedExternally
                set(value) = definedExternally
            var origin: String? /* = "" */
                get() = definedExternally
                set(value) = definedExternally
            var lastEventId: String? /* = "" */
                get() = definedExternally
                set(value) = definedExternally
            var source: UnionMessagePortOrWindowProxy? /* = null */
                get() = definedExternally
                set(value) = definedExternally
            var ports: Array<MessagePort>? /* = arrayOf() */
                get() = definedExternally
                set(value) = definedExternally
        }

        @kotlin.internal.InlineOnly
            val o = js("({})")
            o["data"] = data
            o["origin"] = origin
            o["lastEventId"] = lastEventId
            o["source"] = source
            o["ports"] = ports
            o["bubbles"] = bubbles
            return o
        }

        /**
         * Exposes the JavaScript EventSource(https://developer.mozilla.org/en/docs/Web/API/EventSource) to Kotlin */
        public external open class EventSource(url: String, eventSourceInitDict: EventSourceInit = definedExternally) : EventTarget {
            open val url: String
            open val withCredentials: Boolean
            open val readyState: Short
            var onopen: ((Event) -> dynamic)?
            var onmessage: ((MessageEvent) -> dynamic)?
            var onerror: ((Event) -> dynamic)?
            fun close()

            companion object {
                val CONNECTING: Short
                val OPEN: Short
                val CLOSED:
            }

            public external interface EventSourceInit {
                var withCredentials: Boolean? /* = false */
                    get() = definedExternally
                    set(value) = definedExternally
            }

            @kotlin.internal.InlineOnly
            public inline fun EventSourceInit(withCredentials: Boolean? = false): EventSourceInit {
                val o = js("({})")
                o["withCredentials"] = withCredentials
                return o
            }

            /**
             * Exposes the JavaScript WebSocket(https://developer.mozilla.org/en/docs/Web/API/WebSocket) to Kotlin */
            public external open class WebSocket(url: String, webSocketInitDict: WebSocketInit = definedExternally) : EventTarget {
                open val url: String
                open val withCredentials: Boolean
                open val readyState: Short
                var onopen: ((Event) -> dynamic)?
                var onmessage: ((MessageEvent) -> dynamic)?
                var onerror: ((Event) -> dynamic)?
                fun close()

                companion object {
                    val CONNECTING: Short
                    val OPEN: Short
                    val CLOSED:
                }

                public external interface WebSocketInit {
                    var withCredentials: Boolean? /* = false */
                        get() = definedExternally
                        set(value) = definedExternally
                }

                @kotlin.internal.InlineOnly
                public inline fun WebSocketInit(withCredentials: Boolean? = false): WebSocketInit {
                    val o = js("({})")
                    o["withCredentials"] = withCredentials
                    return o
                }

        Open Source Used In DCNM 12.12.0(2) 10667
WebSocket(url: String, protocols: dynamic = definedExternally) : EventTarget {
    open val open = true
    open val bufferedAmount: Number = 0
    open val onopen: ((Event) -> dynamic)? = null
    open val onerror: ((Event) -> dynamic)? = null
    open val onclose: ((Event) -> dynamic)? = null
    open val extensions: String = ""
Open Source Used In DCNM 12 12.0(2) 10669

[Worker](https://developer.mozilla.org/en/docs/Web/API/Worker) to Kotlin

```kotlin
public external open class Worker(scriptURL: String, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    var onmessage: ((MessageEvent) -> dynamic)?
    override var onerror: ((Event) -> dynamic)?
    fun terminate()
    fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally)
}

public external interface WorkerOptions {
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
    var credentials: RequestCredentials? /* = RequestCredentials.OMIT */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun WorkerOptions(type: WorkerType? = WorkerType.CLASSIC, credentials: RequestCredentials? = RequestCredentials.OMIT): WorkerOptions {
    val o = js("({})")
    o["type"] = type
    o["credentials"] = credentials
    return o
}
```

[SharedWorker](https://developer.mozilla.org/en/docs/Web/API/SharedWorker) to Kotlin

```kotlin
public external open class SharedWorker(scriptURL: String, name: String = definedExternally, options: WorkerOptions = definedExternally) : EventTarget, AbstractWorker {
    open val port: MessagePort
    override var onerror: ((Event) -> dynamic)?
}
```

[NavigatorConcurrentHardware](https://developer.mozilla.org/en/docs/Web/API/NavigatorConcurrentHardware) to Kotlin

```kotlin
public external interface NavigatorConcurrentHardware {
    val hardwareConcurrency: Number
}
```

[WorkerNavigator](https://developer.mozilla.org/en/docs/Web/API/WorkerNavigator) to Kotlin

```kotlin
public external abstract class WorkerNavigator : NavigatorID, NavigatorLanguage, NavigatorOnLine, NavigatorConcurrentHardware {
    open val serviceWorker: ServiceWorkerContainer
}
```

[WorkerLocation](https://developer.mozilla.org/en/docs/Web/API/WorkerLocation) to Kotlin

```kotlin
public external abstract class WorkerLocation {
    open val href: String
    open val origin: String
    open val protocol: String
    open val host: String
    open val hostname: String
    open val path: String
    open val port: String
    open val pathname: String
    open val search: String
    open val hash: String
}
```

[Storage](https://developer.mozilla.org/en/docs/Web/API/Storage) to Kotlin

```kotlin
public external abstract class Storage {
    open val length: Int
    fun key(index: Int): String?
    fun removeItem(key: String)
    fun clear()
    fun getItem(key: String): String?
    fun setItem(key: String, value: String)
}
```

@kotlin.internal.InlineOnly
public inline operator fun Storage.get(key: String): String? = asDynamic()[key]

@kotlin.internal.InlineOnly
public inline operator fun Storage.set(key: String, value: String) { asDynamic()[key] = value }

[WindowSessionStorage](https://developer.mozilla.org/en/docs/Web/API/WindowSessionStorage) to Kotlin

```kotlin
public external interface WindowSessionStorage {
    val sessionStorage: Storage
}
```

[WindowLocalStorage](https://developer.mozilla.org/en/docs/Web/API/WindowLocalStorage) to Kotlin

```kotlin
public external interface WindowLocalStorage {
    val localStorage: Storage
}
```

[StorageEvent](https://developer.mozilla.org/en/docs/Web/API/StorageEvent) to Kotlin

```kotlin
public external open class StorageEvent(type: String, eventInitDict: StorageEventInit = definedExternally) : Event {
    open val key: String
    open val oldValue: String?
    open val newValue: String?
    open val url: String
    open val storageArea: Storage

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}
```

[StorageEventInit](https://developer.mozilla.org/en/docs/Web/API/StorageEventInit) to Kotlin

```kotlin
public external interface StorageEventInit : EventInit {
    var key: String? /* = null */
        get() = definedExternally
    var oldValue: String? /* = null */
        get() = definedExternally
    var newValue: String? /* = null */
        get() = definedExternally
    var url: String
        get() = definedExternally
    var storageArea: Storage?
        get() = definedExternally
}
```

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DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_FRAGMENT_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val DOCUMENT_IMPLEMENTATION_SPECIFIC: Short

public external abstract class HTMLDirectoryElement : HTMLElement {
    open var compact: Boolean

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_FRAGMENT_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [HTMLFontElement](https://developer.mozilla.org/en/docs/Web/API/HTMLFontElement) to Kotlin
 */
public external abstract class HTMLFontElement : HTMLElement {
    open var color: String
    open var face: String
    open var size: String

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_FRAGMENT_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface External {
    fun AddSearchProvider()
    fun IsSearchProviderInstalled()
}

public external interface EventInit {
    var bubbles: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cancelable: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var composed: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun EventInit(bubbles: Boolean? = false,
cancelable: Boolean? = false, composed: Boolean? = false): EventInit {
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [CustomEvent](https://developer.mozilla.org/en/docs/Web/API/CustomEvent) to Kotlin
 */
public external open class CustomEvent(type: String, eventInitDict: CustomEventInit = definedExternally) : Event {
    open val detail: Any?
    fun initCustomEvent(type: String, bubbles: Boolean?, cancelable: Boolean?, composed: Boolean?)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface CustomEventInit : EventInit {
    var detail: Any? /* = null */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun CustomEventInit(detail: Any? = null,
    val o = js("({})")
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface EventListenerOptions {
    var capture: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun EventListenerOptions(capture: Boolean? = false): EventListenerOptions {
    val o = js("({})")
    o["capture"] = capture
    return o
}
interface AddEventListenerOptions : EventListenerOptions {
    var passive: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var once: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
AddEventListenerOptions {
    val o = js("({})")
    o["passive"] = passive
    o["once"] = once
    o["capture"] = capture
    return o
}

public external interface NonElementParentNode {
    fun
    getElementById(elementId: String): Element?
}

/**
 * Exposes the JavaScript

[DocumentOrShadowRoot](https://developer.mozilla.org/en/docs/Web/API/DocumentOrShadowRoot) to Kotlin

*An/\n\npublic external interface DocumentOrShadowRoot {
    val fullscreenelement: Element?
        get() = definedExternally
}

/**
 * Exposes the JavaScript

[ParentNode](https://developer.mozilla.org/en/docs/Web/API/ParentNode) to Kotlin

*An/\n\npublic external interface ParentNode {
    val children: HTMLCollection
    val firstElementChild: Element?
        get() = definedExternally
    val lastElementChild: Element?
        get() = definedExternally
    val elementCount: Int
    fun prepend(vararg nodes: dynamic)
    fun append(vararg nodes: dynamic)
    fun querySelector(selectors: String): Element?
    fun querySelectorAll(selectors: String): NodeList
}

/**
 * Exposes the JavaScript

[Slotable](https://developer.mozilla.org/en/docs/Web/API/Slotable) to Kotlin

*An/\n\npublic external interface Slotable {
    val assignedSlot: HTMLSlotElement?
        get() = definedExternally
}

/**
 * Exposes the JavaScript

[NodeList](https://developer.mozilla.org/en/docs/Web/API/NodeList) to Kotlin

*An/\n\npublic abstract class NodeList : ItemArrayLike<Node> {
    override fun item(index: Int): Node?
}

@kotlin.internal.InlineOnly

/**
 * Exposes the JavaScript

[HTMLCollection](https://developer.mozilla.org/en/docs/Web/API/HTMLCollection) to Kotlin

*An/\n\npublic external abstract class HTMLCollection : ItemArrayLike<Element>, UnionElementOrHTMLCollection {
    override fun item(index: Int): Element?
    fun namedItem(name: String): Element?
}

@kotlin.internal.InlineOnly
public inline operator fun HTMLCollection.get(index: Int): Element?
    = asDynamic()[index]

/**
 * Exposes the JavaScript

[MutationObserver](https://developer.mozilla.org/en/docs/Web/API/MutationObserver) to Kotlin

*An/\n\npublic external open class MutationObserver(callback: (Array<MutationRecord>, MutationObserver) -> Unit) {
    fun observe(target: Node, options: MutationObserverInit = definedExternally)
    fun disconnect()
    fun takeRecords(): Array<MutationRecord>
}

/**
 * Exposes the JavaScript

[MutationObserverInit](https://developer.mozilla.org/en/docs/Web/API/MutationObserverInit) to Kotlin

*An/\n\npublic external interface MutationObserverInit {
    var childList: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributes: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterData: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var subtree: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var attributeOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var characterDataOldValue: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
undefined, attributeFilter: Array<String> = undefined): MutationObserverInit {
    val o = js("({})")
    o["childList"] = childList
    o["attributes"] = attributes
    o["characterData"] = characterData
    o["subtree"] = subtree
    o["attributeOldValue"] = attributeOldValue
    o["characterDataOldValue"] = characterDataOldValue
    o["attributeFilter"] = attributeFilter
    return o
}

/**
 * Exposes the JavaScript [MutationRecord](https://developer.mozilla.org/en/docs/Web/API/MutationRecord) to Kotlin
 */
public external abstract class MutationRecord {
    open val type: String
    open val target: Node
    open val addedNodes: NodeList
    open val removedNodes: NodeList
    open val previousSibling: Node?
    open val nextSibling: Node?
    open val attributeName: String?
    open val attributeNamespace: String?
    open val oldValue: String?
}

/**
 * Exposes the JavaScript [Node](https://developer.mozilla.org/en/docs/Web/API/Node) to Kotlin
 */
public external abstract class Node : EventTarget {
    open val nodeType: Short
    open val nodeName: String
    open val baseURI: String
    open val isConnected: Boolean
    open val ownerDocument: Document?
    open val parentNode: Node?
    open val parentElement: Element?
    open val childNodes: NodeList
    open val firstChild: Node?
    open val lastChild: Node?
    open val previousSibling: Node?
    open val nextSibling: Node?
    open var nodeValue: String?
    open var textContent: String?
    fun getRootNode(options: GetRootNodeOptions = definedExternally): Node
    fun cloneNode(deep: Boolean = definedExternally): Node
    fun isEqualNode(otherNode: Node?): Boolean
    fun isSameNode(otherNode: Node?): Boolean
    fun compareDocumentPosition(other: Node): Short
    fun contains(other: Node?): Boolean
    fun lookupPrefix(namespace: String?): String?
    fun lookupNamespaceURI(prefix: String?): String?
    fun isDefaultNamespace(namespace: String?): Boolean
    fun insertBefore(node: Node, child: Node?): Node
    fun appendChild(node: Node): Node
    fun replaceChild(node: Node, child: Node?): Node
    fun removeChild(child: Node): Node

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetRootNodeOptions {
    var composed: Boolean? /* = false */
    get() = definedExternally
    set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun GetRootNodeOptions(composed: Boolean? = false): GetRootNodeOptions {
    val o = js("({})")
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [Document](https://developer.mozilla.org/en/docs/Web/API/Document) to Kotlin
 */
    open val implementation: DOMImplementation
    open val URL: String
    open val documentURI: String
    open val origin: String
    open val compatMode: String
    open val characterSet: String
    open val inputEncoding: String
    open val contentType: String
    open val doctype: DocumentType?
    open val documentElement: Element?
    open val location: Location?
    open val designMode: String
    open val onreadystatechange: (Event) -> dynamic
    open val fgColor: String
    open val linkColor: String
    open val alinkColor: String
    open val bgColor: String
    open val anchors: HTMLCollection
    open val applets: HTMLCollection
    open val all: HTMLAllCollection
    open val links: HTMLCollection
    open val forms: HTMLCollection
    open val scripts: HTMLCollection
    open val currentScript: HTMLOrSVGScriptElement?
    open val defaultView: Window?
    open val activeElement: Element?
    open val onreadystatechangestatechange: (Event) -> dynamic
    open val fgColor: String
    open val linkColor: String
    open val alinkColor: String
    open val bgColor: String
    open val anchors: HTMLCollection
    open val applets: HTMLCollection
    open val all: HTMLAllCollection
    open val
createCDATASection(data: String): CDATASection
fun createComment(data: String): Comment
fun createProcessingInstruction(target: String, data: String): ProcessingInstruction
fun importNode(node: Node, deep: Boolean = definedExternally): Node
fun adoptNode(node: Node): Node
fun createAttribute(localName: String): Attr
fun createAttributeNS(namespace: String?, qualifiedName: String): Attr
fun createEvent(`interface`: String): Event
fun createRange(): Range
fun createNodeIterator(root: Node, whatToShow: Int = definedExternally, filter: ((Node) -> Short)? = definedExternally): TreeWalker
fun getElementsByName(elementName: String): NodeList
fun open(type: String = definedExternally, replace: String = definedExternally): Document
fun open(url: String, name: String, features: String): Window
fun close()
fun write(vararg text: String)
fun writeln(vararg text: String)
fun hasFocus(): Boolean
fun execCommand(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean
fun getElementsByNamed(commandId: String, showUI: Boolean = definedExternally, value: String = definedExternally): Boolean
fun queryCommandEnabled(commandId: String): Boolean
fun queryCommandSupported(commandId: String): Boolean
fun queryCommandValue(commandId: String): String
fun clear()
fun captureEvents()
fun releaseEvents()
fun elementFromPoint(x: Double, y: Double): Element?
fun elementsFromPoint(x: Double, y: Double): Array<Element>
fun caretPositionFromPoint(x: Double, y: Double): CaretPosition?
fun createTouchList(vararg touches: Touch): TouchList
fun exitFullscreen(): Promise<Unit>
fun getElementById(elementId: String): Element?
fun prepend(vararg nodes: dynamic)
fun append(vararg nodes: dynamic)
fun querySelector(selectors: String): Element?
fun querySelectorAll(selectors: String): NodeList
fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint
fun declareCallAsAsync(): Unit
fun dataForURI(url: String): String
fun indexForURI(url: String): Int
fun uriForIndex(index: Int): String
fun uriForNode(node: Node): String
fun uriForURL(url: String): String
fun typeForURI(url: String): String
fun typeForNode(node: Node): String
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val `is`: String?
get() = definedExternally
set(value) =
definedExternally

val `is`: String?

fun ElementCreationOptions(`is`: String?): ElementCreationOptions{

val o = js("{}")
o["is"] = `is`
return o

fun createDocumentType(qualifiedName: String, publicId: String?, qualifiedName: String, doctype: DocumentType? = definedExternally): XMLDocument
fun createHTMLDocument(title: String = definedExternally): XMLDocument

/**
 * Exposes
the JavaScript DocumentType to
Kotlin
*/
public external abstract class DocumentType : Node, ChildNode

open val name: String
open val publicId: String
open val systemId: String

companion object {
val ELEMENT_NODE: Short
val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

fun createDocument(namespace: String?, qualifiedName: String, doctype: DocumentType? = definedExternally): XMLDocument
fun createHTMLDocument(title: String = definedExternally): XMLDocument

/**
 * Exposes the
documentType
*/
public external abstract class Element : Node, ParentNode, NonDocumentTypeChildNode, ChildNode, Slotable, GeometryUtils, 
UnionElementOrHTMLCollection, UnionElementOrRadioNodeList, UnionElementOrMouseEvent, 
UnionElementOrProcessingInstruction |
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
}@kotlin.internal.InlineOnly
public inline fun ShadowRootInit(mode: ShadowRootMode?): ShadowRootInit {
    val o = js("({})")
    o["mode"] = mode
    return o
}

/**
 * Exposes the JavaScript [NamedNodeMap](https://developer.mozilla.org/en/docs/Web/API/NamedNodeMap) to Kotlin
 */
public external abstract class NamedNodeMap : ItemArrayLike<Attr> {
    fun getNamedItemNS(namespace: String?, localName: String): Attr?
    fun setNamedItem(attr: Attr): Attr?
    fun
isPointInRange(node: Node, offset: Int): Boolean
fun comparePoint(node: Node, offset: Int): Short
fun intersectsNode(node: Node): Boolean
fun getClientRects(): Array<DOMRect>
fun getBoundingClientRect(): DOMRect
fun createContextualFragment(fragment: String): DocumentFragment

companion object {
    val START_TO_START: Short
    val START_TO_END: Short
    val END_TO_END: Short
    val END_TO_START: Short
}

/**
 * Exposes the JavaScript [NodeIterator](https://developer.mozilla.org/en/docs/Web/API/NodeIterator) to Kotlin
 */
public external abstract class NodeIterator {
    open val root: Node
    open val referenceNode: Node
    open val pointerBeforeReferenceNode: Boolean
    open val whatToShow: Int
    open val filter: NodeFilter?
    fun nextNode(): Node?
    fun previousNode(): Node?
    fun detach()
}

/**
 * Exposes the JavaScript [TreeWalker](https://developer.mozilla.org/en/docs/Web/API/TreeWalker) to Kotlin
 */
public external abstract class TreeWalker {
    open val root: Node
    open val whatToShow: Int
    open val filter: NodeFilter?
    open var currentNode: Node
    fun parentNode(): Node?
    fun firstChild(): Node?
    fun lastChild(): Node?
    fun previousSibling(): Node?
    fun nextSibling(): Node?
    fun previousNode(): Node?
    fun nextNode(): Node?
}

/**
 * Exposes the JavaScript [NodeFilter](https://developer.mozilla.org/en/docs/Web/API/NodeFilter) to Kotlin
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NodeFilter {
    fun acceptNode(node: Node): Short

    companion object {
        val FILTER_ACCEPT: Short
        val FILTER_REJECT: Short
        val FILTER_SKIP: Short
        val SHOW_ALL: Int
        val SHOW_ELEMENT: Int
        val SHOW_ATTRIBUTE: Int
        val SHOW_TEXT: Int
        val SHOW_CDATA_SECTION: Int
        val SHOW_ENTITY_REFERENCE: Int
        val SHOW_ENTITY: Int
        val SHOW_PROCESSING_INSTRUCTION: Int
        val SHOW_COMMENT: Int
        val SHOW_DOCUMENT: Int
        val SHOW_DOCUMENT_TYPE: Int
        val SHOWDOCUMENT_FRAGMENT: Int
        val SHOW_NOTATION: Int
    }
}

/**
 * Exposes the JavaScript [DOMTokenList](https://developer.mozilla.org/en/docs/Web/API/DOMTokenList) to Kotlin
 */
public external abstract class DOMTokenList : ItemArrayLike<String> {
    open var value: String
    fun contains(token: String): Boolean
    fun add(vararg tokens: String)
    fun remove(vararg tokens: String)
    fun toggle(token: String, force: Boolean = definedExternally): Boolean
    fun replace(token: String, newToken: String)
    fun supports(token: String): Boolean
    override fun item(index: Int): String?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMTokenList.get(index: Int): String? = asDynamic()[index]

/**
 * Exposes the JavaScript [DOMPointReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMPointReadOnly) to Kotlin
 */
public external open class DOMPointReadOnly(x: Double, y: Double, z: Double, w: Double) {
    open val x: Double
    open val y: Double
    open val z: Double
    open val w: Double
    fun matrixTransform(matrix: DOMMatrixReadOnly): DOMPoint
}

/**
 * Exposes the JavaScript [DOMPoint](https://developer.mozilla.org/en/docs/Web/API/DOMPoint) to Kotlin
 */
public external open class DOMPoint : DOMPointReadOnly {
    constructor(point: DOMPointInit)
    constructor(x: Double = definedExternally, y: Double = definedExternally, z: Double = definedExternally, w: Double = definedExternally)

    override var x: Double
    override var y: Double
    override var z: Double
    override var w: Double
}

/**
 * Exposes the JavaScript [DOMPointInit](https://developer.mozilla.org/en/docs/Web/API/DOMPointInit) to Kotlin
 */
public external interface DOMPointInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var z: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var w: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMPointInit(x: Double? = 0.0, y: Double? = 0.0, z: Double? = 0.0, w: Double? = 1.0): DOMPointInit {
    val o = js("({}")
    o["x"] = x
    o["y"] = y
    o["z"] = z
    o["w"] = w
    return o
}

/**
 * Exposes the JavaScript [DOMRect](https://developer.mozilla.org/en/docs/Web/API/DOMRect) to Kotlin
 */
public external class DOMRect {
DOMRect(x: Double = definedExternally, y: Double = definedExternally, width: Double = definedExternally, height: Double = definedExternally) : DOMRectReadOnly

override var x: Double
override var y: Double
override var width: Double
override var height: Double

/**
 * Exposes the JavaScript [DOMRectReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMRectReadOnly) to Kotlin
 */
public external open class DOMRectReadOnly(x: Double, y: Double, width: Double, height: Double) {

    override var x: Double
    override var y: Double
    override var width: Double
    override var height: Double
}

public external interface DOMRectInit {
    var x: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var y: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 0.0 */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun DOMRectInit(x: Double? = 0.0, y: Double?= 0.0, width: Double? = 0.0, height: Double? = 0.0): DOMRectInit {
    val o = js("({})")
    o["x"] = x
    o["y"] = y
    o["width"] = width
    o["height"] = height
    return o
}

public external interface DOMRectList : ItemArrayLike<DOMRect> {
    override fun item(index: Int): DOMRect?
}

@kotlin.internal.InlineOnly
public inline operator fun DOMRectList.get(index: Int): DOMRect? = asDynamic()[index]

/**
 * Exposes the JavaScript [DOMQuad](https://developer.mozilla.org/en/docs/Web/API/DOMQuad) to Kotlin
 */
public external open class DOMQuad {
    constructor(p1: DOMPointInit = definedExternally, p2: DOMPointInit = definedExternally, p3: DOMPointInit = definedExternally, p4: DOMPointInit = definedExternally)
    constructor(rect: DOMRectInit)

    open val p1: DOMPoint
    open val p2: DOMPoint
    open val p3: DOMPoint
    open val p4: DOMPoint

    open val bounds: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [DOMMatrixReadOnly](https://developer.mozilla.org/en/docs/Web/API/DOMMatrixReadOnly) to Kotlin
 */
public external open class DOMMatrixReadOnly(numberSequence: Array<Double>) {
    open val a: Double
    open val b: Double
    open val c: Double
    open val d: Double
    open val e: Double
    open val f: Double
    open val m11: Double
    open val m12: Double
    open val m13: Double
    open val m14: Double
    open val m21: Double
    open val m22: Double
    open val m23: Double
    open val m24: Double
    open val m31: Double
    open val m32: Double
    open val m33: Double
    open val m34: Double
    open val m41: Double
    open val m42: Double
    open val m43: Double
    open val m44: Double
    open val is2D: Boolean
    open val isIdentity: Boolean
    fun translate(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
    fun scale(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scale3d(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun scaleNonUniform(scaleX: Double, scaleY: Double): DOMMatrix
    fun rotate(angle: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
    fun skewX(sx: Double): DOMMatrix
    fun skewY(sy: Double): DOMMatrix
    fun rotateFromVector(x: Double, y: Double): DOMMatrix
    fun rotateAxisAngle(x: Double, y: Double, z: Double): DOMMatrix
    fun multiply(other: DOMMatrix): DOMMatrix
    fun inverse(): DOMMatrix
    fun rotate3d(angle: Double, originX: Double, originY: Double, originZ: Double): DOMMatrix
    fun rotate3dNonUniform(angleX: Double, angleY: Double, angleZ: Double): DOMMatrix
    fun scale3dNonUniform(scaleX: Double, scaleY: Double, scaleZ: Double): DOMMatrix
    fun transformPoint(point: DOMPoint): DOMPoint
    fun toString(): String
    fun toFloat32Array(): Float32Array
    fun toFloat64Array(): Float64Array
}

/**
 * Exposes the JavaScript [DOMMatrix](https://developer.mozilla.org/en/docs/Web/API/DOMMatrix) to Kotlin
 */
public external open class DOMMatrix() : DOMMatrixReadOnly {
    constructor(transformList: String)
    constructor(other: DOMMatrixReadOnly)
    constructor(array32: Float32Array)
    constructor(array64: Float64Array)
    constructor(numberSequence: Array<Double>)
}

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var m31: Double
override var m32: Double
override var m33: Double
override var m34: Double
fun multiplySelf(other: DOMMatrix): DOMMatrix
fun translateSelf(tx: Double, ty: Double, tz: Double = definedExternally): DOMMatrix
fun scaleSelf(scale: Double, originX: Double = definedExternally, originY: Double = definedExternally): DOMMatrix
fun scaleNonUniformSelf(scaleX: Double, scaleY: Double = definedExternally, scaleZ: Double = definedExternally): DOMMatrix
fun invertSelf(): DOMMatrix
fun setMatrixValue(transformList: String): DOMMatrix

interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
        get() = definedExternally
        set(value) = definedExternally
}

interface ScrollToOptions : ScrollOptions {
    var left: Double?
        get() = definedExternally
        set(value) = definedExternally
    var top: Double?
        get() = definedExternally
        set(value) = definedExternally
}

interface MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?
    fun addListener(listener: EventListener?)
    fun addListener(listener: ((Event) -> Unit)?)
    fun removeListener(listener: EventListener?)
    fun removeListener(listener: (Event -> Unit)?)
}

interface MediaQueryListEventInit : EventInit {
    var media: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var matches: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

interface ScrollIntoViewOptions : ScrollOptions {
    var block: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
    var inline: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
}

interface Screen {
    open val availWidth: Int
    open val availHeight: Int
    open val width: Int
    open val height: Int
    open val colorDepth: Int
    open val pixelDepth: Int
}

interface CaretPosition {
    open val offsetNode: Node
    open val offset: Int
    fun getClientRect(): DOMRect?
}

interface ScrollIntoViewOptions : ScrollOptions {
    var block: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
    var inline: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
}

interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
        get() = definedExternally
        set(value) = definedExternally
}

interface ScrollToOptions : ScrollOptions {
    var left: Double?
        get() = definedExternally
        set(value) = definedExternally
    var top: Double?
        get() = definedExternally
        set(value) = definedExternally
}

interface MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?
    fun addListener(listener: EventListener?)
    fun addListener(listener: ((Event) -> Unit)?)
    fun removeListener(listener: EventListener?)
    fun removeListener(listener: (Event -> Unit)?)
}

interface MediaQueryListEventInit : EventInit {
    var media: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var matches: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

interface ScrollIntoViewOptions : ScrollOptions {
    var block: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
    var inline: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
}

interface ScrollOptions {
    var behavior: ScrollBehavior? /* = ScrollBehavior.AUTO */
        get() = definedExternally
        set(value) = definedExternally
}

interface ScrollToOptions : ScrollOptions {
    var left: Double?
        get() = definedExternally
        set(value) = definedExternally
    var top: Double?
        get() = definedExternally
        set(value) = definedExternally
}

interface MediaQueryList : EventTarget {
    open val media: String
    open val matches: Boolean
    open var onchange: ((Event) -> dynamic)?
    fun addListener(listener: EventListener?)
    fun addListener(listener: ((Event) -> Unit)?)
    fun removeListener(listener: EventListener?)
    fun removeListener(listener: (Event -> Unit)?)
}

interface MediaQueryListEventInit : EventInit {
    var media: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var matches: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

interface ScrollIntoViewOptions : ScrollOptions {
    var block: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
    var inline: ScrollLogicalPosition? /* = ScrollLogicalPosition.CENTER */
        get() = definedExternally
        set(value) = definedExternally
}
ScrollIntoViewOptions {n val o = js("{"}"))n o["block"] = block\n o["inline"] = inline\n o["behavior"] = behavior\n return o\n}un/public external interface BoxQuadOptions {n var box: CSSBoxType? /* = CSSBoxType.BORDER */ *\n get() = definedExternally\n set(value) = definedExternally\n var relativeTo:
 dynamic\n get() = definedExternally\n set(value) = definedExternally\n var box: CSSBoxType? /* = CSSBoxType.BORDER, relativeTo: dynamic = undefined */ BoxQuadOptions {n val o = js("{"}"))n o["box"] = box\n o["relativeTo"] = relativeTo\n return o\n}un/public external interface ConvertCoordinateOptions {n var fromBox: CSSBoxType? /* = CSSBoxType.BORDER, toBox: CSSBoxType? /* = CSSBoxType.BORDER */ ConvertCoordinateOptions {n val o = js("{"}"))n o["fromBox"] = fromBox\n o["toBox"] = toBox\n return o\n}un/* */n * Exposes the JavaScript

[GeometryUtils](https://developer.mozilla.org/en/docs/Web/API/GeometryUtils) to Kotlin\n */un/public external interface GeometryUtils {n fun getBoxQuads(options: BoxQuadOptions = definedExternally): Array<DOMQuad>

/**
 * Exposes the JavaScript

[Touch](https://developer.mozilla.org/en/docs/Web/API/Touch) to Kotlin\n */un/* */n * Exposes the JavaScript

[Image](https://developer.mozilla.org/en/docs/Web/API/Image) to Kotlin\n */un/public external class Image(width: Int = definedExternally, height: Int = definedExternally) : HTMLImageElement {
((KeyboardEvent) -> dynamic)?\n override var onload: ((Event) -> dynamic)?\n override var onloadeddata:
((Event) -> dynamic)?\n override var onloadedmetadata: ((Event) -> dynamic)?\n override var onloadend:
((Event) -> dynamic)?\n override var onloadstart: ((ProgressEvent) -> dynamic)?\n override var onmousedown:
((MouseEvent) -> dynamic)?\n override var onmouseenter: ((MouseEvent) -> dynamic)?\n override var
onmouseleave: ((MouseEvent) -> dynamic)?\n override var onmousemove: ((MouseEvent) -> dynamic)?\n
override var onmouseout: ((MouseEvent) -> dynamic)?\n override var onmouseover: ((MouseEvent) ->
dynamic)?\n override var onmouseup: ((MouseEvent) -> dynamic)?\n override var onwheel: ((WheelEvent) ->
dynamic)?\n override var onpause: ((Event) -> dynamic)?\n override var onplay: ((Event) -> dynamic)?\n
override var onplaying: ((Event) -> dynamic)?\n override var onprogress: ((ProgressEvent) -> dynamic)?\n
override var onratechange: ((Event) -> dynamic)?\n override var onreset: ((Event) -> dynamic)?\n override var
onresize: ((Event) -> dynamic)?\n override var onscroll: ((Event) -> dynamic)?\n override var onseeked:
((Event) -> dynamic)?\n override var onseeking: ((Event) -> dynamic)?\n override var onselect: ((Event) ->
dynamic)?\n override var onshow: ((Event) -> dynamic)?\n override var onstalled: ((Event) -> dynamic)?\n
override var onsubmit: ((Event) -> dynamic)?\n override var onsuspend: ((Event) -> dynamic)?\n override var
ontimeupdate: ((Event) -> dynamic)?\n override var ontoggle: ((Event) -> dynamic)?\n override var
onvolumechange: ((Event) -> dynamic)?\n override var onwaiting: ((Event) -> dynamic)?\n override var
ongotpointercapture: ((PointerEvent) -> dynamic)?\n override var onlostpointercapture: ((PointerEvent) ->
dynamic)?\n override var onpointerdown: ((PointerEvent) -> dynamic)?\n override var onpointermove:
((PointerEvent) -> dynamic)?\n override var onpointerup: ((PointerEvent) -> dynamic)?\n override var
onpointercancel: ((PointerEvent) -> dynamic)?\n override var onpointerover: ((PointerEvent) -> dynamic)?\n
override var onpointerout: ((PointerEvent) -> dynamic)?\n override var onpointerenter: ((PointerEvent) ->
dynamic)?\n override var onpointerleave: ((PointerEvent) -> dynamic)?\n override var oncopy:
((ClipboardEvent) -> dynamic)?\n override var oncut: ((ClipboardEvent) -> dynamic)?\n override var onpaste:
((ClipboardEvent) -> dynamic)?\n override var contentEditable: String\n override val isContentEditable:
Boolean\n override val style: CSSStyleDeclaration\n override val children: HTMLCollection\n override val
firstElementChild: Element?\n override val lastElementChild: Element?\n override val childElementCount: Int\n
override val previousElementSibling: Element?\n override val nextElementSibling: Element?\n override val
assignedSlot: HTMLSlotElement?\n override fun prepend(vararg nodes: dynamic)\n override fun append(vararg
nodes: dynamic)\n override fun querySelector(selectors: String): Element?\n override fun
querySelectorAll(selectors: String): NodeList\n override fun before(vararg nodes: dynamic)\n override fun
after(vararg nodes: dynamic)\n override fun replaceWith(vararg nodes: dynamic)\n override fun remove()\n
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>\n override
fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */): DOMQuad\n override fun convertRectFromNode(rect: DOMRectReadOnly, from:
dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad\n override fun
convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* =
definedExternally */): DOMPoint\n\n companion object {\n
val ELEMENT_NODE: Short\n
val
ATTRIBUTE_NODE: Short\n
val TEXT_NODE: Short\n
val CDATA_SECTION_NODE: Short\n
val
ENTITY_REFERENCE_NODE: Short\n
val ENTITY_NODE: Short\n
val
PROCESSING_INSTRUCTION_NODE: Short\n
val COMMENT_NODE: Short\n
val
DOCUMENT_NODE: Short\n
val DOCUMENT_TYPE_NODE: Short\n
val
DOCUMENT_FRAGMENT_NODE: Short\n
val NOTATION_NODE: Short\n
val
DOCUMENT_POSITION_DISCONNECTED: Short\n
val DOCUMENT_POSITION_PRECEDING: Short\n
val DOCUMENT_POSITION_FOLLOWING: Short\n
val DOCUMENT_POSITION_CONTAINS: Short\n
val DOCUMENT_POSITION_CONTAINED_BY: Short\n
val
DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short\n }\n}\n\npublic external open class
Audio(src: String = definedExternally) : HTMLAudioElement {\n override var onabort: ((Event) -> dynamic)?\n
override var onblur: ((FocusEvent) -> dynamic)?\n override var oncancel: ((Event) -> dynamic)?\n override var

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oncanplay: ((Event) -> dynamic)?
on override var oncanplaythrough: ((Event) -> dynamic)?
on override var onchange: ((Event) -> dynamic)?
on override var onclose: ((Mouse Event) -> dynamic)?
on override var oncontextmenu: ((Mouse Event) -> dynamic)?
on override var oncuechange: ((Event) -> dynamic)?
on override var ondblclick: ((Mouse Event) -> dynamic)?
on override var ondragend: ((Drag Event) -> dynamic)?
on override var ondragexit: ((Drag Event) -> dynamic)?
on override var ondragleave: ((Drag Event) -> dynamic)?
on override var ondragover: ((Drag Event) -> dynamic)?
on override var ondragstart: ((Drag Event) -> dynamic)?
on override var ondrop: ((Drag Event) -> dynamic)?
on override var onemptied: ((Event) -> dynamic)?
on override var onended: ((Event) -> dynamic)?
on override var onerror: ((dynamic, String, Int, Int, Any?) -> dynamic)?
on override var onfocus: ((Focus Event) -> dynamic)?
on override var oninput: ((Input Event) -> dynamic)?
on override var oninvalid: ((Event) -> dynamic)?
on override var onkeydown: ((Keyboard Event) -> dynamic)?
on override var onkeypress: ((Keyboard Event) -> dynamic)?
on override var onkeyup: ((Keyboard Event) -> dynamic)?
on override var onload: ((Event) -> dynamic)?
on override var onloadeddata: ((Event) -> dynamic)?
on override var onloadedmetadata: ((Event) -> dynamic)?
on override var onloadend: ((Event) -> dynamic)?
on override var onreadystatechange: ((Progress Event) -> dynamic)?
on override var onprogress: ((Progress Event) -> dynamic)?
on override var onratechange: ((Event) -> dynamic)?
on override var onreset: ((Event) -> dynamic)?
on override var onresize: ((Event) -> dynamic)?
on override var onscroll: ((Event) -> dynamic)?
on override var onseeked: ((Event) -> dynamic)?
on override var onseeking: ((Event) -> dynamic)?
on override var onselect: ((Event) -> dynamic)?
on override var onshow: ((Event) -> dynamic)?
on override var onstalled: ((Event) -> dynamic)?
on override var onsubmit: ((Event) -> dynamic)?
on override var onsuspend: ((Event) -> dynamic)?
on override var ontimeupdate: ((Event) -> dynamic)?
on override var ontoggle: ((Event) -> dynamic)?
on override var onvolumechange: ((Event) -> dynamic)?

override fun prepend(vararg nodes: dynamic)
override fun append(vararg nodes: dynamic)
override fun querySelector(selectors: String?): Element
override fun querySelectorAll(selectors: String?): NodeList
override fun before(vararg nodes: dynamic)
override fun after(vararg nodes: dynamic)
override fun replaceWith(vararg nodes: dynamic)
override fun remove()
override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */ = DOMRectInit): DOMQuad
override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */ = DOMRectInit): DOMRectReadOnly
override fun getBoxQuads(): Array<DOMQuad>
override fun getTransformFunctions(): Array<String>
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override var onpointerup: ((PointerEvent) -> dynamic)?
    override var onpointercancel: ((PointerEvent) -> dynamic)?
    override var onpointerover: ((PointerEvent) -> dynamic)?
    override var onpointerout: ((PointerEvent) -> dynamic)?
    override var onpointerleave: ((PointerEvent) -> dynamic)?
    override var oncopy: ((ClipboardEvent) -> dynamic)?
    override var oncut: ((ClipboardEvent) -> dynamic)?
    override var onpaste: ((ClipboardEvent) -> dynamic)?
    override var oncontentEditable: String
    override val isContentEditable: Boolean
    override val style: CSSStyleDeclaration
    override val children: HTMLCollection
    override val firstElementChild: Element?
    override val lastElementChild: Element?
    override val childElementCount: Int
    override val previousElementSibling: Element?
    override val nextElementSibling: Element?
    override val assignedSlot: HTMLSlotElement?
    override fun prepend(vararg nodes: dynamic)
    override fun append(vararg nodes: dynamic)
    override fun querySelector(selectors: String): Element?
    override fun querySelectorAll(selectors: String): NodeList
    override fun before(vararg nodes: dynamic)
    override fun after(vararg nodes: dynamic)
    override fun replaceWith(vararg nodes: dynamic)
    override fun remove()
    override fun getBoxQuads(options: BoxQuadOptions /* = definedExternally */): Array<DOMQuad>
    override fun convertQuadFromNode(quad: dynamic, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertRectFromNode(rect: DOMRectReadOnly, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMQuad
    override fun convertPointFromNode(point: DOMPointInit, from: dynamic, options: ConvertCoordinateOptions /* = definedExternally */): DOMPoint

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

    public external interface UnionElementOrHTMLCollection

    public external interface UnionElementOrRadioNodeList

    public external interface UnionHTMLOptGroupElementOrHTMLOptionElement

    public external interface UnionAudioTrackOrTextTrackOrVideoTrack

    public external interface UnionElementOrMouseEvent

    public interface RenderingContext

    public external interface HTMLOrSVGImageElement : CanvasImageSource

    public external interface CanvasImageSource : ImageBitmapSource

    public external interface ImageBitmapSource

    public external interface UnionMessagePortOrWindowProxy

    public external interface HTMLOrSVGScriptElement

    /* please, don't implement this interface! */
    @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
    public external interface DocumentReadyState {
        companion object
    }


    /* please, don't implement this interface! */
    @Suppress("NESTED_CLASS_INEXTERNAL_INTERFACE")
    public external interface CanPlayTypeResult {
        companion object
    }

    public inline val CanPlayTypeResult.Companion.EMPTY: CanPlayTypeResult get() = "".asDynamic().unsafeCast<CanPlayTypeResult>()

    public inline val CanPlayTypeResult.Companion.MAYBE: CanPlayTypeResult get() = "maybe".asDynamic().unsafeCast<CanPlayTypeResult>()

    public inline val CanPlayTypeResult.Companion.PROBABLY: CanPlayTypeResult get() =
"probably\".asDynamic().unsafeCast<CanPlayTypeResult>()\n\n/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackMode {
    companion object
}

public inline val TextTrackMode.Companion.DISABLED: TextTrackMode get() ="disabled".asDynamic().unsafeCast<TextTrackMode>()\n\npublic inline val TextTrackMode.Companion.HIDDEN: TextTrackMode get() ="hidden".asDynamic().unsafeCast<TextTrackMode>()\n\npublic inline val TextTrackMode.Companion.SHOWING: TextTrackMode get() ="showing".asDynamic().unsafeCast<TextTrackMode>()\n\n/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextTrackKind {
    companion object
}

public inline val TextTrackKind.Companion.SUBTITLES: TextTrackKind get() ="subtitles".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val TextTrackKind.Companion.CAPTIONS: TextTrackKind get() ="captions".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val TextTrackKind.Companion.DESCRIPTIONS: TextTrackKind get() ="descriptions".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val TextTrackKind.Companion.CHAPTERS: TextTrackKind get() ="chapters".asDynamic().unsafeCast<TextTrackKind>()\n\npublic inline val TextTrackKind.Companion.METADATA: TextTrackKind get() ="metadata".asDynamic().unsafeCast<TextTrackKind>()\n\n/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface SelectionMode {
    companion object
}

public inline val SelectionMode.Companion.SELECT: SelectionMode get() ="select".asDynamic().unsafeCast<SelectionMode>()\n\npublic inline val SelectionMode.Companion.START: SelectionMode get() ="start".asDynamic().unsafeCast<SelectionMode>()\n\npublic inline val SelectionMode.Companion.END: SelectionMode get() ="end".asDynamic().unsafeCast<SelectionMode>()\n\n/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasFillRule {
    companion object
}

public inline val CanvasFillRule.Companion.NONZERO: CanvasFillRule get() ="nonzero".asDynamic().unsafeCast<CanvasFillRule>()\n\npublic inline val CanvasFillRule.Companion.EVENODD: CanvasFillRule get() ="evenodd".asDynamic().unsafeCast<CanvasFillRule>()\n\n/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageSmoothingQuality {
    companion object
}

@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineCap {
    companion object
}

public inline val CanvasLineCap.Companion.BUTT: CanvasLineCap get() ="butt".asDynamic().unsafeCast<CanvasLineCap>()\n\npublic inline val CanvasLineCap.Companion.ROUND: CanvasLineCap get() ="round".asDynamic().unsafeCast<CanvasLineCap>()\n\npublic inline val CanvasLineCap.Companion.SQUARE: CanvasLineCap get() ="square".asDynamic().unsafeCast<CanvasLineCap>()\n\n/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasLineJoin {
    companion object
}

CanvasLineJoin.Companion.MITER: CanvasLineJoin get() = "miter".asDynamic().unsafeCast<CanvasLineJoin>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextAlign { companion object }\n
public inline val CanvasTextAlign.Companion.START: CanvasTextAlign get() = "start".asDynamic().unsafeCast<CanvasTextAlign>()

public inline val CanvasTextAlign.Companion.END: CanvasTextAlign get() = "end".asDynamic().unsafeCast<CanvasTextAlign>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasTextBaseline { companion object }

public inline val CanvasTextBaseline.Companion.TOP: CanvasTextBaseline get() = "top".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.HANGING: CanvasTextBaseline get() = "hanging".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.MIDDLE: CanvasTextBaseline get() = "middle".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.ALPHABETIC: CanvasTextBaseline get() = "alphabetic".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.IDEOGRAPHIC: CanvasTextBaseline get() = "ideographic".asDynamic().unsafeCast<CanvasTextBaseline>()

public inline val CanvasTextBaseline.Companion.BOTTOM: CanvasTextBaseline get() = "bottom".asDynamic().unsafeCast<CanvasTextBaseline>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CanvasDirection { companion object }

public inline val CanvasDirection.Companion.LTR: CanvasDirection get() = "ltr".asDynamic().unsafeCast<CanvasDirection>()

public inline val CanvasDirection.Companion.RTL: CanvasDirection get() = "rtl".asDynamic().unsafeCast<CanvasDirection>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollRestoration { companion object }

public inline val ScrollRestoration.Companion.AUTO: ScrollRestoration get() = "auto".asDynamic().unsafeCast<ScrollRestoration>()


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ImageOrientation { companion object }


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface PremultiplyAlpha { companion object }

public inline val PremultiplyAlpha.Companion.NONE: PremultiplyAlpha get() = "none".asDynamic().unsafeCast<PremultiplyAlpha>()

public inline val PremultiplyAlpha.Companion.PREMULTIPLY: PremultiplyAlpha get() = "premultiply".asDynamic().unsafeCast<PremultiplyAlpha>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ColorSpaceConversion { companion object }

public inline val ColorSpaceConversion.Companion.NONE: ColorSpaceConversion get() =
ColorSpaceConversion get() = "none".asDynamic().unsafeCast<ColorSpaceConversion>()

public inline val ColorSpaceConversion.Companion.DEFAULT: ColorSpaceConversion get() = "default".asDynamic().unsafeCast<ColorSpaceConversion>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResizeQuality
{
    companion object
}

public inline val ResizeQuality.Companion.DEFAULT: ResizeQuality get() = "default".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.LOW: ResizeQuality get() = "low".asDynamic().unsafeCast<ResizeQuality>()

public inline val ResizeQuality.Companion.MEDIUM: ResizeQuality get() = "medium".asDynamic().unsafeCast<ResizeQuality>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface BitmapType
{
    companion object
}

public inline val BitmapType.Companion.BLOB: BitmapType get() = "blob".asDynamic().unsafeCast<BitmapType>()

public inline val BitmapType.Companion.ARRAYBUFFER: BitmapType get() = "arraybuffer".asDynamic().unsafeCast<BitmapType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface WorkerType
{
    companion object
}

public inline val WorkerType.Companion.CLASSIC: WorkerType get() = "classic".asDynamic().unsafeCast<WorkerType>()

public inline val WorkerType.Companion.MODULE: WorkerType get() = "module".asDynamic().unsafeCast<WorkerType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ShadowRootMode
{
    companion object
}

public inline val ShadowRootMode.Companion.OPEN: ShadowRootMode get() = "open".asDynamic().unsafeCast<ShadowRootMode>()

public inline val ShadowRootMode.Companion.CLOSED: ShadowRootMode get() = "closed".asDynamic().unsafeCast<ShadowRootMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollBehavior
{
    companion object
}

public inline val ScrollBehavior.Companion.AUTO: ScrollBehavior get() = "auto".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.INSTANT: ScrollBehavior get() = "instant".asDynamic().unsafeCast<ScrollBehavior>()

public inline val ScrollBehavior.Companion.SMOOTH: ScrollBehavior get() = "smooth".asDynamic().unsafeCast<ScrollBehavior>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ScrollLogicalPosition
{
    companion object
}


public inline val ScrollLogicalPosition.Companion.CENTER: ScrollLogicalPosition get() = "center".asDynamic().unsafeCast<ScrollLogicalPosition>()

public inline val ScrollLogicalPosition.Companion.END: ScrollLogicalPosition get() = "end".asDynamic().unsafeCast<ScrollLogicalPosition>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSBoxType
{
    companion object
}

public inline val CSSBoxType.Companion.MARGIN: CSSBoxType get() = "margin".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.BORDER: CSSBoxType get() = "border".asDynamic().unsafeCast<CSSBoxType>()

public inline val CSSBoxType.Companion.PADDING: CSSBoxType get() = "padding".asDynamic().unsafeCast<CSSBoxType>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSBoxStyle
{
    companion object
}

public inline val CSSBoxStyle.Companion.BORDER: CSSBoxStyle get() = "border".asDynamic().unsafeCast<CSSBoxStyle>()

public inline val CSSBoxStyle.Companion.PADDING: CSSBoxStyle get() = "padding".asDynamic().unsafeCast<CSSBoxStyle>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSTextAlign
{
    companion object
}

public inline val CSSTextAlign.Companion.LEFT: CSSTextAlign get() = "left".asDynamic().unsafeCast<CSSTextAlign>()

public inline val CSSTextAlign.Companion.RIGHT: CSSTextAlign get() = "right".asDynamic().unsafeCast<CSSTextAlign>()

public inline val CSSTextAlign.Companion.CENTER: CSSTextAlign get() = "center".asDynamic().unsafeCast<CSSTextAlign>()

public inline val CSSTextAlign.Companion.FLEX: CSSTextAlign get() = "flex".asDynamic().unsafeCast<CSSTextAlign>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface TextDecoration
{
    companion object
}

public inline val TextDecoration.Companion.LINE_THROUGH: TextDecoration get() = "line-through".asDynamic().unsafeCast<TextDecoration>()

public inline val TextDecoration.Companion.UNDERLINE: TextDecoration get() = "underline".asDynamic().unsafeCast<TextDecoration>()

public inline val TextDecoration.Companion.ITALIC: TextDecoration get() = "italic".asDynamic().unsafeCast<TextDecoration>()

public inline val TextDecoration.Companion.STRIKETHROUGH: TextDecoration get() = "strikethrough".asDynamic().unsafeCast<TextDecoration>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSFontFaceSource
{
    companion object
}

public inline val CSSFontFaceSource.Companion.URL: CSSFontFaceSource get() = "url".asDynamic().unsafeCast<CSSFontFaceSource>()

public inline val CSSFontFaceSource.Companion.RESOURCE: CSSFontFaceSource get() = "resource".asDynamic().unsafeCast<CSSFontFaceSource>()

public inline val CSSFontFaceSource.Companion.AUTO: CSSFontFaceSource get() = "auto".asDynamic().unsafeCast<CSSFontFaceSource>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSFontFace
{
    companion object
}

public inline val CSSFontFace.Companion.COLOR: CSSFontFace get() = "color".asDynamic().unsafeCast<CSSFontFace>()

public inline val CSSFontFace.Companion.SCALABLE: CSSFontFace get() = "scalable".asDynamic().unsafeCast<CSSFontFace>()

public inline val CSSFontFace.Companion.MONOSPACED: CSSFontFace get() = "monospace".asDynamic().unsafeCast<CSSFontFace>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface CSSFontFeature
{
org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3cworkers.*

/**
 * Exposes the JavaScript [Headers](https://developer.mozilla.org/en/docs/Web/API/Headers) to Kotlin
 */
public external open class Headers(init: dynamic = definedExternally) {
    fun append(name: String, value: String)
    fun delete(name: String)
    fun get(name: String): String?
    fun has(name: String): Boolean
    fun set(name: String, value: String)
}

/**
 * Exposes the JavaScript [Body](https://developer.mozilla.org/en/docs/Web/API/Body) to Kotlin
 */
public external interface Body {
    val bodyUsed: Boolean
    fun arrayBuffer(): Promise<ArrayBuffer>
    fun blob(): Promise<Blob>
    fun formData(): Promise<FormData>
    fun json(): Promise<Any?>
    fun text(): Promise<String>
}

/**
 * Exposes the JavaScript [Request](https://developer.mozilla.org/en/docs/Web/API/Request) to Kotlin
 */
public external open class Request(input: dynamic, init: RequestInit = definedExternally) : Body {
    open val method: String
    open val url: String
    open val headers: Headers
    open val type: RequestType
    open val destination: RequestDestination
    open val referrer: String
    open val referrerPolicy: dynamic
    open val mode: RequestMode
    open val credentials: RequestCredentials
    open val cache: RequestCache
    open val redirect: RequestRedirect
    open val integrity: String
    open val keepalive: Boolean
    override val bodyUsed: Boolean
    fun clone(): Request
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}

public external interface RequestInit {
    var method: String?
    var headers: dynamic
    var body: dynamic
    var referrer: String?
    var referrerPolicy: dynamic
    var mode: RequestMode?
    var credentials: RequestCredentials?
    var cache: RequestCache?
    var redirect: RequestRedirect?
    var integrity: String?
    var keepalive: Boolean?
    var window: Any?
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["method"] = method
    o["headers"] = headers
    o["body"] = body
    o["referrer"] = referrer
    o["referrerPolicy"] = referrerPolicy
    o["mode"] = mode
    o["credentials"] = credentials
    o["cache"] = cache
    o["redirect"] = redirect
    o["integrity"] = integrity
    o["keepalive"] = keepalive
    o["window"] = window
    return o
}

/**
 * Exposes the JavaScript [Response](https://developer.mozilla.org/en/docs/Web/API/Response) to Kotlin
 */
public external open class Response(body: dynamic = definedExternally, init: ResponseInit = definedExternally) : Body {
    open val type: ResponseType
    open val url: String
    open val redirected: Boolean
    open val status: Short
    open val ok: Boolean
    open val statusText: String
    open val headers: Headers
    open val body: dynamic
    open val trailer: Promise<Headers>
    override val bodyUsed: Boolean
    fun clone(): Response
    override fun arrayBuffer(): Promise<ArrayBuffer>
    override fun blob(): Promise<Blob>
    override fun formData(): Promise<FormData>
    override fun json(): Promise<Any?>
    override fun text(): Promise<String>
}

companion object {
    fun error(): Response
    fun redirect(url: String): Response
}

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String, status: Short = definedExternally): Response
    }
}

public external interface ResponseInit {
    var status: Short? /* = 200 */
        get() = definedExternally
        set(value) = definedExternally
    var statusText:
        get() = definedExternally
        set(value) = definedExternally
    var headers:
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ResponseInit(status: Short? = 200,
    statusText: String? = "OK", headers: dynamic = undefined): ResponseInit {
    val o = js("({})")
    o["status"] = status
    o["statusText"] = statusText
    o["headers"] = headers
    return o
}

/* please, don't implement
   this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestType {
    companion object
}

public inline val RequestType.Companion.EMPTY: RequestType get() = "".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.AUDIO: RequestType get() = "audio".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.FONT: RequestType get() = "font".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.IMAGE: RequestType get() = "image".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.SCRIPT: RequestType get() = "script".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.STYLE: RequestType get() = "style".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.TRACK: RequestType get() = "track".asDynamic().unsafeCast<RequestType>()

public inline val RequestType.Companion.VIDEO: RequestType get() = "video".asDynamic().unsafeCast<RequestType>()

/* please, don't implement
   this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestDestination {
    companion object
}

public inline val RequestDestination.Companion.EMPTY: RequestDestination get() = "".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.DOCUMENT: RequestDestination get() = "document".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.EMBED: RequestDestination get() = "embed".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.FONT: RequestDestination get() = "font".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.IMAGE: RequestDestination get() = "image".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MANIFEST: RequestDestination get() = "manifest".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.MEDIA: RequestDestination get() = "media".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.OBJECT: RequestDestination get() = "object".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.REPORT: RequestDestination get() = "report".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SERVICEWORKER: RequestDestination get() = "serviceworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.SHAREDWORKER: RequestDestination get() = "sharedworker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.STYLE: RequestDestination get() = "style".asDynamic().unsafeCast<RequestDestination>()
"worker".asDynamic().unsafeCast<RequestDestination>()

public inline val RequestDestination.Companion.XSLT: RequestDestination get() = "xslt".asDynamic().unsafeCast<RequestDestination>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestMode {
    companion object
}

public inline val RequestMode.Companion.NAVIGATE: RequestMode get() = "navigate".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.SAME_ORIGIN: RequestMode get() = "same-origin".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.NO_CORS: RequestMode get() = "no-cors".asDynamic().unsafeCast<RequestMode>()

public inline val RequestMode.Companion.CORS: RequestMode get() = "cors".asDynamic().unsafeCast<RequestMode>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCredentials {
    companion object
}

public inline val RequestCredentials.Companion.OMIT: RequestCredentials get() = "omit".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.SAME_ORIGIN: RequestCredentials get() = "same-origin".asDynamic().unsafeCast<RequestCredentials>()

public inline val RequestCredentials.Companion.INCLUDE: RequestCredentials get() = "include".asDynamic().unsafeCast<RequestCredentials>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestCache {
    companion object
}

public inline val RequestCache.Companion.DEFAULT: RequestCache get() = "default".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_STORE: RequestCache get() = "no-store".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.RELOAD: RequestCache get() = "reload".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.NO_CACHE: RequestCache get() = "no-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.FORCE_CACHE: RequestCache get() = "force-cache".asDynamic().unsafeCast<RequestCache>()

public inline val RequestCache.Companion.ONLY_IF_CACHED: RequestCache get() = "only-if-cached".asDynamic().unsafeCast<RequestCache>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface RequestRedirect {
    companion object
}

public inline val RequestRedirect.Companion.FOLLOW: RequestRedirect get() = "follow".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.ERROR: RequestRedirect get() = "error".asDynamic().unsafeCast<RequestRedirect>()

public inline val RequestRedirect.Companion.MANUAL: RequestRedirect get() = "manual".asDynamic().unsafeCast<RequestRedirect>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ResponseType {
    companion object
}

public inline val ResponseType.Companion.BASIC: ResponseType get() = "basic".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.CORS: ResponseType get() = "cors".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.DEFAULT: ResponseType get() = "default".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.OPAQUE: ResponseType get() = "opaque".asDynamic().unsafeCast<ResponseType>()

public inline val ResponseType.Companion.OPAQUEREDIRECT: ResponseType get() = "opaqueredirect".asDynamic().unsafeCast<ResponseType>()
EDIT!// See github.com/kotlin/dukat for details

```kotlin
package org.w3c.dom.mediacapture

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.files.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*

/**
 * Exposes the JavaScript
 * [MediaStream](https://developer.mozilla.org/en/docs/Web/API/MediaStream) to Kotlin
 */
public external open class MediaStream() : EventTarget {
    constructor(stream: MediaStream)
    constructor(tracks: Array<MediaStreamTrack>)
    open val id: String
    open val active: Boolean
    var onaddtrack: ((MediaStreamTrackEvent) -> dynamic)?
    var onremovetrack: ((MediaStreamTrackEvent) -> dynamic)?
    fun getAudioTracks(): Array<MediaStreamTrack>
    fun getVideoTracks(): Array<MediaStreamTrack>
    fun getTracks(): Array<MediaStreamTrack>
    fun getTrackById(trackId: String): MediaStreamTrack?
    fun addTrack(track: MediaStreamTrack)
    fun removeTrack(track: MediaStreamTrack)
    fun clone(): MediaStream
}

/**
 * Exposes the JavaScript
 * [MediaStreamTrack](https://developer.mozilla.org/en/docs/Web/API/MediaStreamTrack) to Kotlin
 */
public external abstract class MediaStreamTrack : EventTarget {
    open val kind: String
    open val id: String
    open val label: String
    open var enabled: Boolean
    open var muted: Boolean
    open var onmute: ((Event) -> dynamic)?
    open var onunmute: ((Event) -> dynamic)?
    open val readyState: MediaStreamTrackState
    open var onended: ((Event) -> dynamic)?
    open var onoverconstrained: ((Event) -> dynamic)?
    fun clone(): MediaStreamTrack
    fun stop(): fun getCapabilities(): MediaTrackCapabilities
    fun getConstraints(): MediaTrackConstraints
    fun getArguments(): MediaTrackSettings
    fun applyConstraints(constraints: MediaTrackSupportedConstraints = definedExternally): Promise<Unit>
    fun getTrackById(id: String, target: MediaStreamTrack): MediaStreamTrack
    fun getSize(): Size
    fun getMediaTrackConstraints(): MediaTrackSupportedConstraints
    fun getAudioStream(): MediaStream
    fun getVideoStream(): MediaStream
}

/**
 * Exposes the JavaScript
 * [MediaTrackSupportedConstraints](https://developer.mozilla.org/en/docs/Web/API/MediaTrackSupportedConstraints) to Kotlin
 */
public external interface MediaTrackSupportedConstraints {
    var width: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var height: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var volume: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var latency: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var groupId: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
}
```

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public external interface MediaTrackCapabilities {
    var width: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var height: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var volume: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: Array<Boolean>?
        get() = definedExternally
        set(value) = definedExternally
    var latency: DoubleRange?
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: ULongRange?
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: String?
        get() = definedExternally
        set(value) = definedExternally
    var groupId: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    return set {
        o["width"] = width
        o["height"] = height
        o["aspectRatio"] = aspectRatio
        o["frameRate"] = frameRate
        o["facingMode"] = facingMode
        o["resizeMode"] = resizeMode
        o["volume"] = volume
        o["sampleRate"] = sampleRate
        o["sampleSize"] = sampleSize
        o["echoCancellation"] = echoCancellation
        o["autoGainControl"] = autoGainControl
        o["noiseSuppression"] = noiseSuppression
        o["latency"] = latency
        o["channelCount"] = channelCount
        o["deviceId"] = deviceId
        o["groupId"] = groupId
    }
}

public external interface MediaTrackConstraintSet {
    var width: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var height: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var aspectRatio: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var frameRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var facingMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var resizeMode: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var volume: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleRate: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var sampleSize: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var echoCancellation: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var autoGainControl: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var noiseSuppression: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var latency: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var channelCount: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var deviceId: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var groupId: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    return set {
        o["width"] = width
        o["height"] = height
        o["aspectRatio"] = aspectRatio
        o["frameRate"] = frameRate
        o["facingMode"] = facingMode
        o["resizeMode"] = resizeMode
        o["volume"] = volume
        o["sampleRate"] = sampleRate
        o["sampleSize"] = sampleSize
        o["echoCancellation"] = echoCancellation
        o["autoGainControl"] = autoGainControl
        o["noiseSuppression"] = noiseSuppression
        o["latency"] = latency
        o["channelCount"] = channelCount
        o["deviceId"] = deviceId
        o["groupId"] = groupId
    }
}

public external interface MediaTrackConstraints : MediaTrackConstraintSet {
    var advanced: Array<MediaTrackConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    return set {
        o["advanced"] = advanced
        o["width"] = width
        o["height"] = height
        o["aspectRatio"] = aspectRatio
        o["frameRate"] = frameRate
        o["facingMode"] = facingMode
        o["resizeMode"] = resizeMode
        o["volume"] = volume
        o["sampleRate"] = sampleRate
        o["sampleSize"] = sampleSize
        o["echoCancellation"] = echoCancellation
        o["autoGainControl"] = autoGainControl
        o["noiseSuppression"] = noiseSuppression
        o["latency"] = latency
        o["channelCount"] = channelCount
        o["deviceId"] = deviceId
        o["groupId"] = groupId
    }
}

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definedExternally
var height: dynamic
    get() = definedExternally
    set(value) = definedExternally
var aspectRatio: dynamic
    get() = definedExternally
    set(value) = definedExternally
var frameRate: dynamic
    get() = definedExternally
    set(value) = definedExternally
var facingMode: dynamic
    get() = definedExternally
    set(value) = definedExternally
var resizeMode: dynamic
    get() = definedExternally
    set(value) = definedExternally
var volume: dynamic
    get() = definedExternally
    set(value) = definedExternally
var sampleRate: dynamic
    get() = definedExternally
    set(value) = definedExternally
var sampleSize: dynamic
    get() = definedExternally
    set(value) = definedExternally
var echoCancellation: dynamic
    get() = definedExternally
    set(value) = definedExternally
var autoGainControl: dynamic
    get() = definedExternally
    set(value) = definedExternally
var noiseSuppression: dynamic
    get() = definedExternally
    set(value) = definedExternally
var latency: dynamic
    get() = definedExternally
    set(value) = definedExternally
var channelCount: dynamic
    get() = definedExternally
    set(value) = definedExternally
var deviceID: dynamic
    get() = definedExternally
    set(value) = definedExternally
var groupID: dynamic
    get() = definedExternally
    set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["width"] = width
    o["height"] = height
    o["aspectRatio"] = aspectRatio
    o["frameRate"] = frameRate
    o["facingMode"] = facingMode
    o["resizeMode"] = resizeMode
    o["volume"] = volume
    o["sampleRate"] = sampleRate
    o["sampleSize"] = sampleSize
    o["echoCancellation"] = echoCancellation
    o["autoGainControl"] = autoGainControl
    o["noiseSuppression"] = noiseSuppression
    o["latency"] = latency
    o["channelCount"] = channelCount
    o["deviceId"] = deviceID
    o["groupId"] = groupId
    return o
}
var ideal: Double?
    get() = definedExternally
    set(value) = definedExternally

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ULongRange {
    var max: Int?
        get() = definedExternally
        set(value) = definedExternally
    var min: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ULongRange(max: Int? = undefined, min: Int? = undefined): ULongRange {
    val o = js("({})")
    o["max"] = max
    o["min"] = min
    return o
}

public external interface ConstrainULongRange : ULongRange {
    var exact: Int?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    o["max"] = max
    o["min"] = min
    return o
}

/**
 * Exposes the JavaScript
[ConstrainBooleanParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainBooleanParameters) to
Kotlin
 */
public external interface ConstrainBooleanParameters {
    var exact: Boolean?
        get() = definedExternally
        set(value) = definedExternally
    var ideal: Boolean?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

/**
 * Exposes the JavaScript
[ConstrainDOMStringParameters](https://developer.mozilla.org/en/docs/Web/API/ConstrainDOMStringParameters)
to Kotlin
 */
public external interface ConstrainDOMStringParameters {
    var exact: dynamic
        get() = definedExternally
        set(value) = definedExternally
    var ideal: dynamic
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ConstrainDOMStringParameters(exact: dynamic = undefined, ideal: dynamic = undefined): ConstrainDOMStringParameters {
    val o = js("({})")
    o["exact"] = exact
    o["ideal"] = ideal
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaStreamTrackState {
    companion object
}

public inline val MediaStreamTrackState.Companion.LIVE: MediaStreamTrackState get() = "live".asDynamic().unsafeCast<MediaStreamTrackState>()

public inline val MediaStreamTrackState.Companion.ENDED: MediaStreamTrackState get() = "ended".asDynamic().unsafeCast<MediaStreamTrackState>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoFacingModeEnum {
    companion object
}

public inline val VideoFacingModeEnum.Companion.USER: VideoFacingModeEnum get() = "user".asDynamic().unsafeCast<VideoFacingModeEnum>()


public external interface ConstraintSet

@kotlin.internal.InlineOnly
public inline fun ConstraintSet(): ConstraintSet {
    return o
}

public external interface Constraints : ConstraintSet {
    var advanced: Array<ConstraintSet>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun Constraints(advanced: Array<ConstraintSet>? = undefined): Constraints {
    return o

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoFacingModeEnum {
    companion object
}

public inline val VideoFacingModeEnum.Companion.LEFT: VideoFacingModeEnum get() =
public inline val VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() =

}
"left".asDynamic().unsafeCast<VideoFacingModeEnum>()

public inline val VideoFacingModeEnum.Companion.RIGHT: VideoFacingModeEnum get() = "right".asDynamic().unsafeCast<VideoFacingModeEnum>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface VideoResizeModeEnum {
    companion object
}

public inline val VideoResizeModeEnum.Companion.NONE: VideoResizeModeEnum get() = "none".asDynamic().unsafeCast<VideoResizeModeEnum>()


/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface MediaDeviceKind {
    companion object
}

public inline val MediaDeviceKind.Companion.AUDIOINPUT: MediaDeviceKind get() = "audioinput".asDynamic().unsafeCast<MediaDeviceKind>()

public inline val MediaDeviceKind.Companion.AUDIOOUTPUT: MediaDeviceKind get() = "audiooutput".asDynamic().unsafeCast<MediaDeviceKind>()

public inline val MediaDeviceKind.Companion.VIDEOINPUT: MediaDeviceKind get() = "videoinput".asDynamic().unsafeCast<MediaDeviceKind>()

public external interface PointerEventInit : MouseEventInit {
    var pointerId: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var width: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var height: Double? /* = 1.0 */
        get() = definedExternally
        set(value) = definedExternally
    var pressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tangentialPressure: Float? /* = 0f */
        get() = definedExternally
        set(value) = definedExternally
    var tiltX: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var tiltY: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var twist: Int? /* = 0 */
        get() = definedExternally
        set(value) = definedExternally
    var pointerType: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
    var isPrimary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["pointerId"] = pointerId
    o["width"] = width
    o["height"] = height
    o["pressure"] = pressure
    o["tangentialPressure"] = tangentialPressure
    o["tiltX"] = tiltX
    o["tiltY"] = tiltY
    o["twist"] = twist
    o["pointerType"] = pointerType
    o["isPrimary"] = isPrimary
    o["screenX"] = screenX
    o["screenY"] = screenY
    o["clientX"] = clientX
    o["clientY"] = clientY
    o["button"] = button
    o["buttons"] = buttons
    o["relatedTarget"] = relatedTarget
    return o
}
relatedTarget

    o["region"] = region
    o["ctrlKey"] = ctrlKey
    o["shiftKey"] = shiftKey
    o["altKey"] = altKey
    o["metaKey"] = metaKey
    o["modifierAltGraph"] = modifierAltGraph
    o["modifierCapsLock"] = modifierCapsLock
    o["modifierFn"] = modifierFn
    o["modifierFnLock"] = modifierFnLock
    o["modifierHyper"] = modifierHyper
    o["modifierNumLock"] = modifierNumLock
    o["modifierScrollLock"] = modifierScrollLock
    o["modifierSuper"] = modifierSuper
    o["modifierSymbol"] = modifierSymbol
    o["view"] = view
    o["detail"] = detail
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [PointerEvent](https://developer.mozilla.org/en/docs/Web/API/PointerEvent) to Kotlin
 */
public external open class PointerEvent(type: String, eventInitDict: PointerEventInit = definedExternally) : MouseEvent {
    open val pointerId: Int
    open val width: Double
    open val height: Double
    open val pressure: Float
    open val tangentialPressure: Float
    open val tiltX: Int
    open val tiltY: Int
    open val twist: Int
    open val pointerType: String
    open val openAt: Double
    open val openAtHeight: Double
    open val openAtPressure: Double
    open val openAtTiltX: Int
    open val openAtTiltY: Int
    open val openAtTwist: Int
    open val pointers: Int
    open val pointerType: String
    open val pointerX: Double
    open val pointerY: Double
    open val pointerId: Int
    open val modified: Int
    open val buttons: Int
    open val view: View
    open val detail: Int
    open val bubbles: Int
    open val cancelable: Boolean
    open val composed: Boolean
    open val returnKey: Boolean
    open val shiftKey: Boolean
    open val ctrlKey: Boolean
    open val altKey: Boolean
    open val metaKey: Boolean
    open val modifierAltGraph: Boolean
    open val modifierCapsLock: Boolean
    open val modifierFn: Boolean
    open val modifierFnLock: Boolean
    open val modifierHyper: Boolean
    open val modifierNumLock: Boolean
    open val modifierScrollLock: Boolean
    open val modifierSuper: Boolean
    open val modifierSymbol: Boolean
    open val composeMode: String
    open val eventPhase: Int
    open val identifier: Int
    open val pointerIdAt: Int
    open val openAtIdentifier: Int
    open val modifiersAt: Int
    open val types: Array<String>
    open val url: URI
    open val isTrusted: Boolean
    open val name: String
    open val originalEvent: PointerEvent

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

/*
 * Copyright 2010-2019 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.dom.svg

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.parsing.*
import org.w3c.dom.pointerevents.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript [SVGElement](https://developer.mozilla.org/en/docs/Web/API/SVGElement) to Kotlin
 */
public external abstract class SVGElement : Element, ElementCSSInlineStyle, GlobalEventHandlers, SVGTests {
    open val dataset: DOMStringMap
    open val ownerSVGElement: SVGSVGElement?
    open val viewportElement: SVGElement?
    open var tabIndex: Int
    fun focus()
    fun blur()

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}

public external interface SVGBoundingBoxOptions {
    var fill: Boolean? /* = true */
        get() = definedExternally
        set(value) = definedExternally
    var stroke: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var markers: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var clipped: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["fill"] = fill
    o["stroke"] = stroke
    o["markers"] = markers
    o["clipped"] = clipped
    return o
}

/**
 * Exposes the JavaScript [SVGGraphicsElement](https://developer.mozilla.org/en/docs/Web/API/SVGGraphicsElement) to Kotlin
 */
public external abstract class SVGGraphicsElement : SVGElement, SVGTests {
    open val transform: SVGAnimatedTransformList
    fun getBBox(options: SVGBoundingBoxOptions = definedExternally): DOMRect
    fun getCTM(): DOMMatrix?
    fun getScreenCTM(): DOMMatrix?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
    }
}
fun clear()
fun initialize(newItem: SVGNumber): SVGNumber
fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
fun removeItem(index: Int): SVGNumber
fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
fun appendItem(newItem: SVGNumber): SVGNumber
fun getItem(index: Int): SVGNumber

@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.get(index: Int): SVGNumber? = asDynamic()[index]@kotlin.internal.InlineOnly
public inline operator fun SVGNumberList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGLengthList) to Kotlin
 */
public external abstract class SVGLengthList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: SVGNumber): SVGNumber
    fun insertItemBefore(newItem: SVGNumber, index: Int): SVGNumber
    fun replaceItem(newItem: SVGNumber, index: Int): SVGNumber
    fun removeItem(index: Int): SVGNumber
    fun appendItem(newItem: SVGNumber): SVGNumber
    fun getItem(index: Int): SVGNumber
}

@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.get(index: Int): SVGNumber? = asDynamic()[index]@kotlin.internal.InlineOnly
public inline operator fun SVGLengthList.set(index: Int, newItem: SVGNumber) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedBoolean](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedBoolean) to Kotlin
 */
public external abstract class SVGAnimatedBoolean {
    open var baseVal: Boolean
    open val animVal: Boolean
}

/**
 * Exposes the JavaScript [SVGAnimatedEnumeration](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedEnumeration) to Kotlin
 */
public external abstract class SVGAnimatedEnumeration {
    open var baseVal: Short
    open val animVal: Short
}

/**
 * Exposes the JavaScript [SVGAnimatedInteger](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedInteger) to Kotlin
 */
public external abstract class SVGAnimatedInteger {
    open var baseVal: Int
    open val animVal: Int
}

/**
 * Exposes the JavaScript [SVGAnimatedNumber](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumber) to Kotlin
 */
public external abstract class SVGAnimatedNumber {
    open var baseVal: Float
    open val animVal: Float
}

/**
 * Exposes the JavaScript [SVGAnimatedLength](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLength) to Kotlin
 */
public external abstract class SVGAnimatedLength {
    open val baseVal: SVGLength
    open val animVal: SVGLength
}

/**
 * Exposes the JavaScript [SVGAnimatedAngle](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedAngle) to Kotlin
 */
public external abstract class SVGAnimatedAngle {
    open val baseVal: SVGAngle
    open val animVal: SVGAngle
}

/**
 * Exposes the JavaScript [SVGAnimatedString](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedString) to Kotlin
 */
public external abstract class SVGAnimatedString {
    open var baseVal: String
    open val animVal: String
}

/**
 * Exposes the JavaScript [SVGAnimatedRect](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedRect) to Kotlin
 */
public external abstract class SVGAnimatedRect {
    open val baseVal: DOMRect
    open val animVal: DOMRectReadOnly
}

/**
 * Exposes the JavaScript [SVGAnimatedNumberList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedNumberList) to Kotlin
 */
public external abstract class SVGAnimatedNumberList {
    open val baseVal: SVGNumberList
    open val animVal: SVGNumberList
}

/**
 * Exposes the JavaScript [SVGAnimatedLengthList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedLengthList) to Kotlin
 */
public external abstract class SVGAnimatedLengthList {
    open val baseVal: SVGLengthList
    open val animVal: SVGLengthList
}

/**
 * Exposes the JavaScript [SVGStringList](https://developer.mozilla.org/en/docs/Web/API/SVGStringList) to Kotlin
 */
public external abstract class SVGStringList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: String): String
    fun replaceItemBefore(newItem: String, index: Int): String
    fun insertItemBefore(newItem: String, index: Int): String
    fun replaceItem(newItem: String, index: Int): String
    fun removeItem(index: Int): String
}
Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

public external abstract class
SVGUnknownElement : SVGGraphicsElement{

val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGDefsElement](https://developer.mozilla.org/en/docs/Web/API/SVGDefsElement) to Kotlin
 */
public external abstract class SVGDefsElement : SVGGraphicsElement{

val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGDescElement](https://developer.mozilla.org/en/docs/Web/API/SVGDescElement) to Kotlin
 */
public external abstract class SVGDescElement : SVGElement{

val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGMetadataElement](https://developer.mozilla.org/en/docs/Web/API/SVGMetadataElement) to Kotlin
 */
public external abstract class SVGMetadataElement : SVGElement{

val ATTRIBUTE_NODE: Short
val TEXT_NODE: Short
val CDATA_SECTION_NODE: Short
val ENTITY_REFERENCE_NODE: Short
val ENTITY_NODE: Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

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DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

SVGElementInstance {\n  val correspondingElement: SVGElement?
  get() = definedExternally
}

val correspondingUseElement: SVGUseElement?
  get() = definedExternally

ShadowAnimation(source: dynamic, newTarget: dynamic) {\n  open val sourceAnimation: dynamic
}

Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin

public external interface SVGElementInstance {
  val correspondingElement: SVGElement?
    get() = definedExternally
  val correspondingUseElement: SVGUseElement?
    get() = definedExternally
}

public external open class ShadowAnimation(source: dynamic, newTarget: dynamic) {
  open val sourceAnimation: dynamic
}

/**
 * Exposes the JavaScript [SVGSwitchElement](https://developer.mozilla.org/en/docs/Web/API/SVGSwitchElement) to Kotlin
 */
public external abstract class SVGSwitchElement: SVGGraphicsElement {

    companion object {
      val ELEMENT_NODE: Short
      val ATTRIBUTE_NODE: Short
      val TEXT_NODE: Short
      val CDATA_SECTION_NODE: Short
      val ENTITY_REFERENCE_NODE: Short
      val ENTITY_NODE: Short
      val PROCESSING_INSTRUCTION_NODE: Short
      val COMMENT_NODE: Short
      val DOCUMENT_NODE: Short
      val DOCUMENT_TYPE_NODE: Short
      val DOCUMENT_FRAGMENT_NODE: Short
      val NOTATION_NODE: Short
      val DOCUMENT_POSITION_DISCONNECTED: Short
      val DOCUMENT_POSITION_PRECEDING: Short
      val DOCUMENT_POSITION_FOLLOWING: Short
      val DOCUMENT_POSITION_CONTAINS: Short
      val DOCUMENT_POSITION_CONTAINED_BY: Short
      val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external interface GetSVGDocument {
  fun getSVGDocument(): Document
}

/**
 * Exposes the JavaScript [SVGStyleElement](https://developer.mozilla.org/en/docs/Web/API/SVGStyleElement) to Kotlin
 */
public external abstract class SVGStyleElement: SVGElement, LinkStyle {
  open var type: String
  open var media: String
  open var title: String

  companion object {
    val ELEMENT_NODE: Short
    val ATTRIBUTE_NODE: Short
    val TEXT_NODE: Short
    val CDATA_SECTION_NODE: Short
    val ENTITY_REFERENCE_NODE: Short
    val ENTITY_NODE: Short
    val PROCESSING_INSTRUCTION_NODE: Short
    val COMMENT_NODE: Short
    val DOCUMENT_NODE: Short
    val DOCUMENT_TYPE_NODE: Short
    val DOCUMENT_FRAGMENT_NODE: Short
    val NOTATION_NODE: Short
    val DOCUMENT_POSITION_DISCONNECTED: Short
    val DOCUMENT_POSITION_PRECEDING: Short
    val DOCUMENT_POSITION_FOLLOWING: Short
    val DOCUMENT_POSITION_CONTAINS: Short
    val DOCUMENT_POSITION_CONTAINED_BY: Short
    val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
  }
}

/**
 * Exposes the JavaScript [SVGTransform](https://developer.mozilla.org/en/docs/Web/API/SVGTransform) to Kotlin
 */
public external abstract class SVGTransform {
  open val type: Short
  open val matrix: DOMMatrix
  open val angle: Float
  fun setMatrix(matrix: DOMMatrixReadOnly)
  fun setTranslate(tx: Float, ty: Float)
  fun setScale(sx: Float, sy: Float)
  fun setRotate(angle: Float, cx: Float, cy: Float)
  fun setSkewX(angle: Float)
  fun setSkewY(angle: Float)

  companion object {
    val SVG_TRANSFORM_UNKNOWN: Short
    val SVG_TRANSFORM_MATRIX: Short
    val SVG_TRANSFORM_TRANSLATE: Short
    val SVG_TRANSFORM_SCALE: Short
    val SVG_TRANSFORM_ROTATE: Short
    val SVG_TRANSFORM_SKEWX: Short
    val SVG_TRANSFORM_SKEWY: Short
  }
}

/**
 * Exposes the JavaScript [SVGTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGTransformList) to Kotlin
 */
public external abstract class SVGTransformList {
  open val length: Int
  open val numberOfItems: Int

  fun clear()
  fun initialize(newItem: SVGTransform): SVGTransform
  fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
  fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
  fun removeItem(index: Int): SVGTransform
  fun appendItem(newItem: SVGTransform): SVGTransform
  fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
  fun consolidate(): SVGTransform?
  fun getItem(index: Int): SVGTransform
}

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.get(index: Int): SVGTransform? = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public external abstract class SVGAnimatedTransformList {
  open val length: Int
  open val numberOfItems: Int

  fun clear()
  fun initialize(newItem: SVGTransform): SVGTransform
  fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
  fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
  fun removeItem(index: Int): SVGTransform
  fun appendItem(newItem: SVGTransform): SVGTransform
  fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
  fun consolidate(): SVGTransform?
  fun exprItem(index: Int): SVGTransform?
  fun exprItems(index: Int, count: Int): List<SVGTransform>
  fun exprItemToIndex(index: Int): Int
  fun exprItemsToIndex(index: Int, count: Int): List<Int>
  fun exprItemToTransform(index: Int): SVGTransform
  fun exprItemsToTransform(index: Int, count: Int): List<SVGTransform>
  fun exprItemToTransformList(index: Int): SVGTransformList
  fun exprItemsToTransformList(index: Int, count: Int): List<SVGTransformList>
  fun exprItemToAnimatedTransformList(index: Int): SVGAnimatedTransformList
  fun exprItemsToAnimatedTransformList(index: Int, count: Int): List<SVGAnimatedTransformList>
}

@kotlin.internal.InlineOnly
public inline operator fun SVGAnimatedTransformList.get(index: Int): SVGTransform = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGAnimatedTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }

/**
 * Exposes the JavaScript [SVGAnimatedTransformList](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedTransformList) to Kotlin
 */
public external abstract class SVGAnimatedTransformList {
  open val length: Int
  open val numberOfItems: Int

  fun clear()
  fun initialize(newItem: SVGTransform): SVGTransform
  fun insertItemBefore(newItem: SVGTransform, index: Int): SVGTransform
  fun replaceItem(newItem: SVGTransform, index: Int): SVGTransform
  fun removeItem(index: Int): SVGTransform
  fun appendItem(newItem: SVGTransform): SVGTransform
  fun createSVGTransformFromMatrix(matrix: DOMMatrixReadOnly): SVGTransform
  fun consolidate(): SVGTransform?
  fun exprItem(index: Int): SVGTransform?
  fun exprItems(index: Int, count: Int): List<SVGTransform>
  fun exprItemToIndex(index: Int): Int
  fun exprItemsToIndex(index: Int, count: Int): List<Int>
  fun exprItemToTransform(index: Int): SVGTransform
  fun exprItemsToTransform(index: Int, count: Int): List<SVGTransform>
  fun exprItemToTransformList(index: Int): SVGTransformList
  fun exprItemsToTransformList(index: Int, count: Int): List<SVGTransformList>
  fun exprItemToAnimatedTransformList(index: Int): SVGAnimatedTransformList
  fun exprItemsToAnimatedTransformList(index: Int, count: Int): List<SVGAnimatedTransformList>
}

@kotlin.internal.InlineOnly
public inline operator fun SVGAnimatedTransformList.get(index: Int): SVGTransform = asDynamic()[index]

@kotlin.internal.InlineOnly
public inline operator fun SVGAnimatedTransformList.set(index: Int, newItem: SVGTransform) { asDynamic()[index] = newItem }
Kotlin
*/
public external abstract class SVGAnimatedTransformList {
    open val baseVal: SVGTransformList
    open val animVal: SVGTransformList
}

/**
 * Exposes the JavaScript [SVGPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGPreserveAspectRatio) to Kotlin
*/
public external abstract class SVGPreserveAspectRatio {
    open var align: Short
    open var meetOrSlice: Short

    companion object {
        val SVG_PRESERVEASPECTRATIO_UNKNOWN: Short
        val SVG_PRESERVEASPECTRATIO_NONE: Short
        val SVG_PRESERVEASPECTRATIO_XMINYMIN: Short
        val SVG_PRESERVEASPECTRATIO_XMAXYMAX: Short
        val SVG_MEETORSLICE_MEET: Short
        val SVG_MEETORSLICE_SLICE: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPreserveAspectRatio](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPreserveAspectRatio) to Kotlin
*/
public external abstract class SVGAnimatedPreserveAspectRatio {
    open val baseVal: SVGPreserveAspectRatio
    open val animVal: SVGPreserveAspectRatio
}

/**
 * Exposes the JavaScript [SVGPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGPathElement) to Kotlin
*/
public external abstract class SVGPathElement : SVGGeometryElement {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGCircleElement](https://developer.mozilla.org/en/docs/Web/API/SVGCircleElement) to Kotlin
*/
public external abstract class SVGCircleElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
Short
val PROCESSING_INSTRUCTION_NODE: Short
val COMMENT_NODE: Short
val DOCUMENT_NODE: Short
val DOCUMENT_TYPE_NODE: Short
val DOCUMENT_FRAGMENT_NODE: Short
val NOTATION_NODE: Short
val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINS: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/**
 * Exposes the JavaScript [SVGEllipseElement](https://developer.mozilla.org/en/docs/Web/API/SVGEllipseElement) to Kotlin
 */
public external abstract class SVGEllipseElement : SVGGeometryElement {
    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val rx: SVGAnimatedLength
    open val ry: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGLineElement](https://developer.mozilla.org/en/docs/Web/API/SVGLineElement) to Kotlin
 */
public external abstract class SVGLineElement : SVGGeometryElement {
    open val x1: SVGAnimatedLength
    open val y1: SVGAnimatedLength
    open val x2: SVGAnimatedLength
    open val y2: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGMeshElement](https://developer.mozilla.org/en/docs/Web/API/SVGMeshElement) to Kotlin
 */
public external abstract class SVGMeshElement : SVGGeometryElement, SVGURIReference {
    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAnimatedPoints](https://developer.mozilla.org/en/docs/Web/API/SVGAnimatedPoints) to Kotlin
 */
public external interface SVGAnimatedPoints {
    val points: SVGPointList
    val animatedPoints: SVGPointList
}

public external abstract class SVGPointList {
    open val length: Int
    open val numberOfItems: Int
    fun clear()
    fun initialize(newItem: DOMPoint): DOMPoint
    fun insertItemBefore(newItem: DOMPoint, index: Int): DOMPoint
    fun replaceItem(newItem: DOMPoint, index: Int): DOMPoint
    fun removeItem(index: Int): DOMPoint
    fun appendItem(newItem: DOMPoint):
DOMPoint
  fun getItem(index: Int): DOMPoint

fun SVGPointList.get(index: Int): DOMPoint? = asDynamic()[index]

fun SVGPointList.set(index: Int, newItem: DOMPoint) {
  asDynamic()[index] = newItem
}

DOMPoint

Exposes the JavaScript

[SVGPolylineElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolylineElement) to Kotlin

public external abstract class SVGPolylineElement : SVGGeometryElement, SVGAnimatedPoints {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript

[SVGPolygonElement](https://developer.mozilla.org/en/docs/Web/API/SVGPolygonElement) to Kotlin

public external abstract class SVGPolygonElement : SVGGeometryElement, SVGAnimatedPoints {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript

[SVGTextContentElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextContentElement) to Kotlin

public external abstract class SVGTextContentElement : SVGGraphicsElement {

    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript

[SVGTextPositioningElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPositioningElement) to Kotlin

public external abstract class SVGTextPositioningElement : SVGTextContentElement {

    companion object {
        val x: SVGAnimatedLengthList
        val y: SVGAnimatedLengthList
        val dx: SVGAnimatedLengthList
        val dy: SVGAnimatedLengthList
        val rotate: SVGAnimatedNumberList
    }
}
** Exposes the JavaScript [SVGTextElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextElement) to Kotlin

`public external abstract class SVGTextElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

** Exposes the JavaScript [SVGTSpanElement](https://developer.mozilla.org/en/docs/Web/API/SVGTSpanElement) to Kotlin

`public external abstract class SVGTSpanElement : SVGTextPositioningElement {
    companion object {
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

** Exposes the JavaScript [SVGTextPathElement](https://developer.mozilla.org/en/docs/Web/API/SVGTextPathElement) to Kotlin

`public external abstract class SVGTextPathElement : SVGTextContentElement, SVGURIReference {
    open val startOffset: SVGAnimatedLength
    open val method: SVGAnimatedEnumeration
    open val spacing: SVGAnimatedEnumeration
    companion object {
        val TEXTPATH_METHODTYPE_UNKNOWN: Short
        val TEXTPATH_METHODTYPE_ALIGN: Short
        val TEXTPATH_METHODTYPE_STRETCH: Short
        val TEXTPATH_SPACINGTYPE_UNKNOWN: Short
        val TEXTPATH_SPACINGTYPE_AUTO: Short
        val TEXTPATH_SPACINGTYPE_EXACT: Short
        val LENGTHADJUST_UNKNOWN: Short
        val LENGTHADJUST_SPACING: Short
        val LENGTHADJUST_SPACINGANDGLYPHS: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }

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/**
 * Exposes the JavaScript [SVGImageElement](https://developer.mozilla.org/en/docs/Web/API/SVGImageElement) to Kotlin
 */
public external abstract class SVGImageElement : SVGGraphicsElement, SVGURIReference, HTMLOrSVGImageElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGForeignObjectElement](https://developer.mozilla.org/en/docs/Web/API/SVGForeignObjectElement) to Kotlin
 */
public external abstract class SVGForeignObjectElement : SVGGraphicsElement {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMarkerElement : SVGElement, SVGFitToViewBox {
    open val refX: SVGAnimatedLength
    open val refY: SVGAnimatedLength
    open val markerUnits: SVGAnimatedEnumeration
    open val markerWidth: SVGAnimatedLength
    open val markerHeight: SVGAnimatedLength
    open val orientType: SVGAnimatedEnumeration
    open val orientAngle: SVGAnimatedAngle
    open var orient: String
    fun setOrientToAuto()
    fun setOrientToAngle(angle: SVGAngle)

    companion object {
        val SVG_MARKERUNITS_UNKNOWN: Short
        val SVG_MARKERUNITS_USERSPACEONUSE: Short
        val SVG_MARKERUNITS_STROKEWIDTH: Short
        val SVG_MARKER_ORIENT_UNKNOWN: Short
        val SVG_MARKER_ORIENT_AUTO: Short
        val SVG_MARKER_ORIENT_ANGLE: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
Kotlin

/*

*/

public external abstract class SVGRadialGradientElement : SVGGradientElement {

    open val cx: SVGAnimatedLength
    open val cy: SVGAnimatedLength
    open val r: SVGAnimatedLength
    open val fx: SVGAnimatedLength
    open val fy: SVGAnimatedLength
    open val fr: SVGAnimatedLength

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMeshGradientElement : SVGGradientElement {

    companion object {
        val SVG_SPREADMETHOD_UNKNOWN: Short
        val SVG_SPREADMETHOD_PAD: Short
        val SVG_SPREADMETHOD_REFLECT: Short
        val SVG_SPREADMETHOD_REPEAT: Short
        val SVG_UNIT_TYPE_UNKNOWN: Short
        val SVG_UNIT_TYPE_USERSPACEONUSE: Short
        val SVG_UNIT_TYPE_OBJECTBOUNDINGBOX: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMeshrowElement : SVGElement {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

public external abstract class SVGMeshpatchElement : SVGElement {

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

*Exposes the JavaScript [SVGStopElement](https://developer.mozilla.org/en/docs/Web/API/SVGStopElement) to Kotlin.*

```kotlin
class SVGStopElement : SVGElement {
    open val offset: SVGAnimatedNumber
}
```

*Exposes the JavaScript [SVGPatternElement](https://developer.mozilla.org/en/docs/Web/API/SVGPatternElement) to Kotlin.*

```kotlin
class SVGPatternElement : SVGElement, SVGFitToViewBox, SVGURIReference, SVGUnitTypes {
    open val patternUnits: SVGAnimatedEnumeration
    open val patternContentUnits: SVGAnimatedEnumeration
    open val patternTransform: SVGAnimatedTransformList
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength
    open val width: SVGAnimatedLength
    open val height: SVGAnimatedLength
}
```

*Exposes the JavaScript [SVGHatchElement](https://developer.mozilla.org/en/docs/Web/API/SVGHatchElement) to Kotlin.*

```kotlin
class SVGHatchElement : SVGElement {
}
```

*Exposes the JavaScript [SVGHatchpathElement](https://developer.mozilla.org/en/docs/Web/API/SVGHatchpathElement) to Kotlin.*

```kotlin
class SVGHatchpathElement : SVGElement {
}
```
/**
 * Exposes the JavaScript [SVGCursorElement](https://developer.mozilla.org/en/docs/Web/API/SVGCursorElement) to Kotlin
 */
public external abstract class SVGCursorElement : SVGElement, SVGURIReference {
    open val x: SVGAnimatedLength
    open val y: SVGAnimatedLength

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGScriptElement](https://developer.mozilla.org/en/docs/Web/API/SVGScriptElement) to Kotlin
 */
public external abstract class SVGScriptElement : SVGElement, SVGURIReference, HTMLOrSVGScriptElement {
    open val type: String
    open val crossOrigin: String?

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGAElement](https://developer.mozilla.org/en/docs/Web/API/SVGAElement) to Kotlin
 */
public external abstract class SVGAElement : SVGGraphicsElement, SVGURIReference {
    open val target: SVGAnimatedString
    open val download: SVGAnimatedString
    open val rel: SVGAnimatedString
    open val relList: SVGAnimatedString
    open val hreflang: SVGAnimatedString
    open val type: SVGAnimatedString

    companion object {
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}

/**
 * Exposes the JavaScript [SVGViewElement](https://developer.mozilla.org/en/docs/Web/API/SVGViewElement) to Kotlin
 */
public external abstract class SVGViewElement : SVGElement, SVGFitToViewBox, SVGZoomAndPan {
    companion object {
        val SVG_ZOOMANDPAN_UNKNOWN: Short
        val SVG_ZOOMANDPAN_DISABLE: Short
        val SVG_ZOOMANDPAN_MAGNIFY: Short
        val ELEMENT_NODE: Short
        val ATTRIBUTE_NODE: Short
        val TEXT_NODE: Short
        val CDATA_SECTION_NODE: Short
        val ENTITY_REFERENCE_NODE: Short
        val ENTITY_NODE: Short
        val PROCESSING_INSTRUCTION_NODE: Short
        val COMMENT_NODE: Short
        val DOCUMENT_NODE: Short
        val DOCUMENT_TYPE_NODE: Short
        val DOCUMENT_FRAGMENT_NODE: Short
        val NOTATION_NODE: Short
        val DOCUMENT_POSITION_DISCONNECTED: Short
        val DOCUMENT_POSITION_PRECEDING: Short
        val DOCUMENT_POSITION_FOLLOWING: Short
        val DOCUMENT_POSITION_CONTAINS: Short
        val DOCUMENT_POSITION_CONTAINED_BY: Short
        val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short
    }
}
DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

val DOCUMENT_POSITION_DISCONNECTED: Short
val DOCUMENT_POSITION_PRECEDING: Short
val DOCUMENT_POSITION_FOLLOWING: Short
val DOCUMENT_POSITION_CONTAINED_BY: Short
val DOCUMENT_POSITION_IMPLEMENTATION_SPECIFIC: Short

/*
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*/

// NOTE: THIS FILE IS AUTO-GENERATED, DO NOT EDIT!
// See github.com/kotlin/dukat for details

package org.w3c.files

import kotlin.js.*
import org.khronos.webgl.*
import org.w3c.css.masking.*
import org.w3c.dom.*
import org.w3c.dom.clipboard.*
import org.w3c.dom.css.*
import org.w3c.dom.events.*
import org.w3c.dom.mediacapture.*
import org.w3c.dom.svg.*
import org.w3c.dom.url.*
import org.w3c.fetch.*
import org.w3c.files.*
import org.w3c.form.*
import org.w3c.html.*
import org.w3c.notifications.*
import org.w3c.performance.*
import org.w3c.workers.*
import org.w3c.xhr.*

/**
 * Exposes the JavaScript
[Blob](https://developer.mozilla.org/en/docs/Web/API/Blob) to Kotlin
*/
public external open class Blob(blobParts: Array<dynamic> = definedExternally, options: BlobPropertyBag = definedExternally) :
ImageBitmapSource {
    open val size: Number
    open val type: String
    open val isClosed: Boolean
    fun slice(start: Int = definedExternally, end: Int = definedExternally, contentType: String = definedExternally): Blob
    fun close()
}

public external interface BlobPropertyBag {
    var type: String? /* = "" */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun BlobPropertyBag(type: String? = ""): BlobPropertyBag {
    val o = js("({})")
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript
[File](https://developer.mozilla.org/en/docs/Web/API/File) to Kotlin
*/
public external open class File(fileBits: Array<dynamic>, fileName: String, options: FilePropertyBag = definedExternally) : Blob {
    open val name: String
    open val lastModified: Int
}

public external interface FilePropertyBag : BlobPropertyBag {
    var lastModified: Int?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun FilePropertyBag(lastModified: Int? = undefined, type: String? = ""): FilePropertyBag {
    val o = js("({})")
    o["lastModified"] = lastModified
    o["type"] = type
    return o
}

/**
 * Exposes the JavaScript
[FileList](https://developer.mozilla.org/en/docs/Web/API/FileList) to Kotlin
*/
public external abstract class FileList : ItemArrayLike<File> {
    override fun item(index: Int): File?
}

@kotlin.internal.InlineOnly
operator fun FileList.get(index: Int): File? = asDynamic()[index]

/**
 * Exposes the JavaScript
[FileReader](https://developer.mozilla.org/en/docs/Web/API/FileReader) to Kotlin
*/
public external open class FileReader : EventTarget {
    open val readyState: Short
    open val result: dynamic
    open val error: dynamic
    var onloadstart: ((ProgressEvent) -> dynamic)?
    var onprogress: ((ProgressEvent) -> dynamic)?
    var onload: ((Event) -> dynamic)?
    var onabort: ((Event) -> dynamic)?
    var onerror: ((Event) -> dynamic)?
    var onloadend: ((Event) -> dynamic)?
    fun readAsArrayBuffer(blob: Blob)
    fun readAsBinaryString(blob: Blob)
    fun readAsText(blob: Blob, label: String = definedExternally)
    fun readAsDataURL(blob: Blob)
    fun abort()

    companion object {
        val EMPTY: Short
        val LOADING: Short
        val DONE:
    }
}

/**
 * Exposes the JavaScript
[FileReaderSync](https://developer.mozilla.org/en/docs/Web/API/FileReaderSync) to Kotlin
*/
public external open class FileReaderSync {
    fun readAsArrayBuffer(blob: Blob): ArrayBuffer
    fun readAsBinaryString(blob: Blob): String
    fun readAsText(blob: Blob, label: String = definedExternally): String
    fun readAsDataURL(blob: Blob): String
}
ExtendableEvent {
    open val notification: Notification
    open val action: String

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface NotificationEventInit : ExtendableEventInit {
    var notification: Notification?
        get() = definedExternally
        set(value) = definedExternally
    var action: String?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["notification"] = notification
    o["action"] = action
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationPermission {
    companion object
}

public inline val NotificationPermission.Companion.DEFAULT: NotificationPermission get() = "default".asDynamic().unsafeCast<NotificationPermission>()
public inline val NotificationPermission.Companion.DENIED: NotificationPermission get() = "denied".asDynamic().unsafeCast<NotificationPermission>()
public inline val NotificationPermission.Companion.GRANTED: NotificationPermission get() = "granted".asDynamic().unsafeCast<NotificationPermission>()

/* please, don't implement this interface! */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface NotificationDirection {
    companion object
}

public inline val NotificationDirection.Companion.AUTO: NotificationDirection get() = "auto".asDynamic().unsafeCast<NotificationDirection>()
public inline val NotificationDirection.Companion.LTR: NotificationDirection get() = "ltr".asDynamic().unsafeCast<NotificationDirection>()
public inline val NotificationDirection.Companion.RTL: NotificationDirection get() = "rtl".asDynamic().unsafeCast<NotificationDirection>()
ServiceWorker?
open val ready: Promise<ServiceWorkerRegistration>
open var oncontrollerchange: ((Event) -> dynamic)?
open var onmessage: ((MessageEvent) -> dynamic)?
fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>
fun getRegistration(clientURL: String = definedExternally): Promise<Any?>
fun getRegistrations(): Promise<Array<ServiceWorkerRegistration>>
fun startMessages(): Any?

unpublic external interface RegistrationOptions { 
    var scope: String?
        get() = definedExternally
        set(value) = definedExternally
    var type: WorkerType? /* = WorkerType.CLASSIC */
        get() = definedExternally
        set(value) = definedExternally
}

val o = js("({})")
o["scope"] = scope
o["type"] = type

@kotlin.internal.InlineOnly
public inline fun RegistrationOptions(scope: String? = undefined, type: WorkerType? = WorkerType.CLASSIC): RegistrationOptions {
    val o = js("({})")
o["scope"] = scope
o["type"] = type

/**
 * Exposes the JavaScript
[ServiceWorkerMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerMessageEvent) to Kotlin
*/
public external open class ServiceWorkerMessageEvent(type: String, eventInitDict: ServiceWorkerMessageEventInit = definedExternally) : Event {
open val ready: Promise<ServiceWorkerRegistration>
oncontrollerchange: ((Event) -> dynamic)?
onmessage: ((MessageEvent) -> dynamic)?

fun register(scriptURL: String, options: RegistrationOptions = definedExternally): Promise<ServiceWorkerRegistration>
fun getRegistration(clientURL: String = definedExternally): Promise<Any?>
fun getRegistrations(): Promise<Array<ServiceWorkerRegistration>>
fun startMessages(): Any?

unpublic external interface ServiceWorkerMessageEventInit { 
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String?
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionMessagePortOrServiceWorker?
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>?
        get() = definedExternally
        set(value) = definedExternally
}

companion object {
    val NONE: Short
    val CAPTURING_PHASE: Short
    val AT_Target: Short
    val BUBBLING_PHASE: Short
}

@kotlin.internal.InlineOnly
    val o = js("({})")
o["data"] = data
o["origin"] = origin
o["lastEventId"] = lastEventId
o["source"] = source
o["ports"] = ports
o["bubbles"] = bubbles
o["cancelable"] = cancelable
o["composed"] = composed
return o
}

/**
 * Exposes the JavaScript
[ServiceWorkerGlobalScope](https://developer.mozilla.org/en/docs/Web/API/ServiceWorkerGlobalScope) to Kotlin
*/
public external abstract class ServiceWorkerGlobalScope : WorkerGlobalScope {
open val clients: Clients
open val registration: ServiceWorkerRegistration
open var oninstall: ((Event) -> dynamic)?
onactivate: ((Event) -> dynamic)?
onfetch: ((FetchEvent) -> dynamic)?
onforeignfetch: ((Event) -> dynamic)?
onmessage: ((MessageEvent) -> dynamic)?
onnotificationclick: ((NotificationEvent) -> dynamic)?
onfunctionalevent: ((Event) -> dynamic)?
skipWaiting(): Promise<Unit>

fun postMessage(message: Any?, transfer: Array<dynamic> = definedExternally): Promise Unit

/**
 * Exposes the JavaScript
[WindowClient](https://developer.mozilla.org/en/docs/Web/API/WindowClient) to Kotlin
*/
public external abstract class WindowClient : Client {
open val visibilityState: dynamic
open val focused: Boolean
fun focus(): Promise<WindowClient>
fun navigate(url: String): Promise<WindowClient>

/**
 * Exposes the JavaScript
[Clients](https://developer.mozilla.org/en/docs/Web/API/Clients) to Kotlin
*/
public external abstract class Clients {
fun get(id: String): Promise<Any?>
matchAll(options: ClientQueryOptions = definedExternally): Promise<Array<Client>>
openWindow(url: String): Promise<WindowClient>
Open Source Used In DCNM 12.12.0(2) 10720

ClientType? /* = ClientType.WINDOW */

get() = definedExternally

set(value) = definedExternally

\n\n@kotlin.internal.InlineOnly
public inline fun ClientQueryOptions(includeUncontrolled: Boolean? = false, type: ClientType? = ClientType.WINDOW): ClientQueryOptions {
    val o = js("({})")
    o["includeUncontrolled"] = includeUncontrolled
    o["type"] = type
    return o
}

/**
 * Exposes the
 * JavaScript [ExtendableEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableEvent) to Kotlin
 */
public external open class ExtendableEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : Event {
    fun waitUntil(f: Promise<Any?>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ExtendableEventInit : EventInit

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

/**
 * Exposes the JavaScript [InstallEvent](https://developer.mozilla.org/en/docs/Web/API/InstallEvent) to Kotlin
 */
public external open class InstallEvent(type: String, eventInitDict: ExtendableEventInit = definedExternally) : ExtendableEvent {
    fun registerForeignFetch(options: ForeignFetchOptions)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ForeignFetchOptions {
    var scopes: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
    var origins: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
public inline fun ForeignFetchOptions(scopes: Array<String>?, origins: Array<String>?): ForeignFetchOptions {
    val o = js("({})")
    o["scopes"] = scopes
    o["origins"] = origins
    return o
}

/**
 * Exposes the JavaScript [FetchEvent](https://developer.mozilla.org/en/docs/Web/API/FetchEvent) to Kotlin
 */
public external open class FetchEvent(type: String, eventInitDict: FetchEventInit) : ExtendableEvent {
    open val request: Request
    open val clientId: String?
    open val isReload: Boolean
    fun respondWith(r: Promise<Response>)

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface FetchEventInit : ExtendableEventInit {
    var request: Request?
        get() = definedExternally
        set(value) = definedExternally
    var clientId: String? /* = null */
        get() = definedExternally
        set(value) = definedExternally
    var isReload: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["request"] = request
    o["clientId"] = clientId
    o["isReload"] = isReload
    o["bubbles"] = bubbles
    o["cancelable"] = cancelable
    o["composed"] = composed
    return o
}

public external interface ForeignFetchResponse {
    var response: Response?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var headers: Array<String>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o["response"] = response
    o["origin"] = origin
    o["headers"] = headers
    return o
}
Open Source Used In DCNM 12.12.0(2) 10721

```javascript
js("({})")
    o['response'] = response
    o['origin'] = origin
    o['headers'] = headers
    return

/**
 * Exposes the JavaScript
 * [ExtendableMessageEvent](https://developer.mozilla.org/en/docs/Web/API/ExtendableMessageEvent) to Kotlin
 */
public external open class ExtendableMessageEvent(type: String, eventInitDict: ExtendableMessageEventInit = definedExternally) : ExtendableEvent
{
    open var data: Any?
    open var origin: String
    open var lastEventId: String
    open var source: UnionClientOrMessagePortOrServiceWorker?
    open var ports: Array<MessagePort>?

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface ExtendableMessageEventInit : ExtendableEventInit {
    var data: Any?
        get() = definedExternally
        set(value) = definedExternally
    var origin: String?
        get() = definedExternally
        set(value) = definedExternally
    var lastEventId: String?
        get() = definedExternally
        set(value) = definedExternally
    var source: UnionClientOrMessagePortOrServiceWorker?
        get() = definedExternally
        set(value) = definedExternally
    var ports: Array<MessagePort>?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o['data'] = data
    o['origin'] = origin
    o['lastEventId'] = lastEventId
    o['source'] = source
    o['ports'] = ports
    o['bubbles'] = bubbles
    o['cancelable'] = cancelable
    o['composed'] = composed
    return o
}

/**
 * Exposes the JavaScript
 * [Cache](https://developer.mozilla.org/en/docs/Web/API/Cache) to Kotlin
 */
public external abstract class Cache
{
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun matchAll(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<Response>>
    fun add(request: dynamic): Promise<Unit>
    fun addAll(requests: Array<dynamic>): Promise<Unit>
    fun put(request: dynamic, response: Response): Promise<Unit>
    fun delete(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Boolean>
    fun keys(request: dynamic = definedExternally, options: CacheQueryOptions = definedExternally): Promise<Array<String>>
}

public external interface CacheQueryOptions {
    var ignoreSearch: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreMethod: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var ignoreVary: Boolean? /* = false */
        get() = definedExternally
        set(value) = definedExternally
    var cacheName: String
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o['ignoreSearch'] = ignoreSearch
    o['ignoreMethod'] = ignoreMethod
    o['ignoreVary'] = ignoreVary
    o['cacheName'] = cacheName
    return o
}

public external interface CacheBatchOperation {
    var type: String?
        get() = definedExternally
        set(value) = definedExternally
    var request: Request?
        get() = definedExternally
        set(value) = definedExternally
    var response: Response?
        get() = definedExternally
        set(value) = definedExternally
    var options: CacheQueryOptions?
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o['type'] = type
    o['request'] = request
    o['response'] = response
    o['options'] = options
    return o
}

/**
 * Exposes the JavaScript
 * [CacheStorage](https://developer.mozilla.org/en/docs/Web/API/CacheStorage) to Kotlin
 */
public external abstract class CacheStorage {
    fun match(request: dynamic, options: CacheQueryOptions = definedExternally): Promise<Any?>
    fun has(cacheName: String): Promise<Boolean>
    fun open(cacheName: String): Promise<Cache>
    fun delete(cacheName: String): Promise<Boolean>
    fun keys(): Promise<Array<String>>
}

public external open class FunctionalEvent : ExtendableEvent
{
    companion object {
        val nextId: String = "id1"
    }

    open var event: Event
        get() = definedExternally
        set(value) = definedExternally
    open var eventInit: EventInit
        get() = definedExternally
        set(value) = definedExternally
    open var eventPhase: EventPhase
        get() = definedExternally
        set(value) = definedExternally
    open var eventTarget: EventTarget
        get() = definedExternally
        set(value) = definedExternally
    open var eventListeners: EventListenerList
        get() = definedExternally
        set(value) = definedExternally
    open var eventHandlers: EventHandlerList
        get() = definedExternally
        set(value) = definedExternally
    open var eventBubbles: Boolean
        get() = definedExternally
        set(value) = definedExternally
    open var eventCancelable: Boolean
        get() = definedExternally
        set(value) = definedExternally
    open var eventComposed: Boolean
        get() = definedExternally
        set(value) = definedExternally
}

@kotlin.internal.InlineOnly
    val o = js("({})")
    o['event'] = event
    o['eventInit'] = eventInit
    o['eventPhase'] = eventPhase
    o['eventTarget'] = eventTarget
    o['eventListeners'] = eventListeners
    o['eventHandlers'] = eventHandlers
    o['eventBubbles'] = eventBubbles
    o['eventCancelable'] = eventCancelable
    o['eventComposed'] = eventComposed
    return o
}
```

---

The page contains code excerpts related to JavaScript and Kotlin, including classes and functions that expose JavaScript APIs to Kotlin. These APIs include `ExtendableMessageEvent`, `ExtendableMessageEventInit`, `ExtendableMessageEvent`, `Cache`, `CacheStorage`, and `FunctionalEvent`. The code includes methods for matching requests, opening and deleting caches, and handling events. The text also includes inline functions for creating `ExtendableMessageEventInit` and `CacheQueryOptions` objects, demonstrating how to use these JavaScript APIs in Kotlin.
object { val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }
}

public external interface UnionMessagePortOrServiceWorker

public external interface UnionClientOrMessagePortOrServiceWorker

/* please, don't implement this interface!
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ServiceWorkerState {
    companion object
}

public inline val ServiceWorkerState.Companion.INSTALLING: ServiceWorkerState get() = "installing".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.INSTALLED: ServiceWorkerState get() = "installed".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATING: ServiceWorkerState get() = "activating".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.ACTIVATED: ServiceWorkerState get() = "activated".asDynamic().unsafeCast<ServiceWorkerState>()

public inline val ServiceWorkerState.Companion.REDUNDANT: ServiceWorkerState get() = "redundant".asDynamic().unsafeCast<ServiceWorkerState>()

/* please, don't implement this interface!
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface FrameType {
    companion object
}

public inline val FrameType.Companion.AUXILIARY: FrameType get() = "auxiliary".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.TOP_LEVEL: FrameType get() = "top-level".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NESTED: FrameType get() = "nested".asDynamic().unsafeCast<FrameType>()

public inline val FrameType.Companion.NONE: FrameType get() = "none".asDynamic().unsafeCast<FrameType>()

/* please, don't implement this interface!
 */
@Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
public external interface ClientType {
    companion object
}

public inline val ClientType.Companion.WINDOW: ClientType get() = "window".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.WORKER: ClientType get() = "worker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.SHAREDWORKER: ClientType get() = "sharedworker".asDynamic().unsafeCast<ClientType>()

public inline val ClientType.Companion.ALL: ClientType get() = "all".asDynamic().unsafeCast<ClientType>()

/**
 * Exposes the JavaScript XMLHttpRequestEventTarget to Kotlin
 */
public external abstract class XMLHttpRequestEventTarget : EventTarget {
    open var onloadstart: ((ProgressEvent) -> dynamic)?
    open var onprogress: ((ProgressEvent) -> dynamic)?
    open var onabort: ((Event) -> dynamic)?
    open var onerror: ((Event) -> dynamic)?
    open var onload: ((Event) -> dynamic)?
    open var ontimeout: ((Event) -> dynamic)?
    open var onloadend: ((Event) -> dynamic)?
}

public external abstract class XMLHttpRequestUpload : XMLHttpRequestEventTarget

/**
 * Exposes the JavaScript XMLHttpRequest to Kotlin
 */
public external open class XMLHttpRequest : XMLHttpRequestEventTarget {
    var onreadystatechange: ((Event) -> dynamic)?
    open val readyState: Short
    var timeout: Int
    var withCredentials: Boolean
    open val upload: XMLHttpRequestUpload
    open val responseURL: String
    open val status: Short
    open val statusText: String
    var responseType: XMLHttpRequestResponseType
    open val response: Any?
    open val

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responseText: String
    open val responseXML: Document?
    fun open(method: String, url: String?)
    fun getOpen(): Boolean
    fun send(body: dynamic = definedExternally)
    fun abort()}
    fun getResponseHeader(name: String): String?
    fun getAllResponseHeaders(): String
    fun overrideMimeType(mime: String)

    companion object {
        val UNSENT: Short
        val OPENED: Short
        val HEADERS_RECEIVED: Short
        val LOADING: Short
        val DONE: Short
    }

/**
 * Exposes the JavaScript

[FormData](https://developer.mozilla.org/en/docs/Web/API/FormData) to Kotlin
 */
public external open class FormData(form: HTMLFormElement = definedExternally) {
    fun append(name: String, value: String)
    fun append(name: String, value: Blob, filename: String = definedExternally)
    fun delete(name: String)
    fun get(name: String): dynamic
    fun getAll(name: String): Array<dynamic>
    fun has(name: String): Boolean
    fun set(name: String, value: String)
    fun set(name: String, value: Blob, filename: String = definedExternally)
}

/**
 * Exposes the JavaScript

[ProgressEvent](https://developer.mozilla.org/en/docs/Web/API/ProgressEvent) to Kotlin
 */
public external open class ProgressEvent(type: String, eventInitDict: ProgressEventInit = definedExternally) : Event {
    open val lengthComputable: Boolean
    open val loaded: Number
    open val total: Number

    companion object {
        val NONE: Short
        val CAPTURING_PHASE: Short
        val AT_TARGET: Short
        val BUBBLING_PHASE: Short
    }

    public external interface ProgressEventInit : EventInit {
        var lengthComputable: Boolean? /* = false */
        var loaded: Number? /* = 0 */
        var total: Number? /* = 0 */
    }

    @kotlin.internal.InlineOnly
        val o = js("({})")
        o["lengthComputable"] = lengthComputable
        o["loaded"] = loaded
        o["total"] = total
        o["bubbles"] = bubbles
        o["cancelable"] = cancelable
        return o
    }

    /* please, don't implement this interface! */
    @Suppress("NESTED_CLASS_IN_EXTERNAL_INTERFACE")
    public external interface XMLHttpRequestResponseType {
        companion object
    }

    public inline val XMLHttpRequestResponseType.Companion.EMPTY: XMLHttpRequestResponseType get() = "".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
    public inline val XMLHttpRequestResponseType.Companion.ARRAYBUFFER: XMLHttpRequestResponseType get() = "arraybuffer".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
    public inline val XMLHttpRequestResponseType.Companion.BLOB: XMLHttpRequestResponseType get() = "blob".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
    public inline val XMLHttpRequestResponseType.Companion.DOCUMENT: XMLHttpRequestResponseType get() = "document".asDynamic().unsafeCast<XMLHttpRequestResponseType>()
    public inline val XMLHttpRequestResponseType.Companion.JSON: XMLHttpRequestResponseType get() = "json".asDynamic().unsafeCast<XMLHttpRequestResponseType>()

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 */
propagation of that experimental aspect. *\n
This class is deprecated in favor of a more general approach provided by [RequiresOptIn]/[OptIn].

*\n
An\n
@Target(ANNOTATION_CLASS)\n
@Retention(BINARY)\n
@SinceKotlin("1.2")\n
@RequireKotlin("1.2.50")\n
@RequireOptIn\n
/**\n
* Severity of the diagnostic that should be reported on usages of experimental API which did not explicitly accept the experimental aspect of that API either by using [UseExperimental] or by being annotated with the corresponding marker annotation. *\n
*\n
@Target(CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER, PROPERTY_SETTER, EXPRESSION, FILE, TYPEALIAS)\n
@Retention(SOURCE)\n
@SinceKotlin("1.3")\n
@MustBeDocumented\n
@ExperimentalStdlibApi\n
/*\n
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*\n
*/
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*/
@Target(VALUE_PARAMETER, FUNCTION,
PROPERTY)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@ExperimentalTypeInference

@Target(VALUE_PARAMETER, FUNCTION,
PROPERTY)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@ExperimentalTypeInference

public annotation class BuilderInference

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 */

package kotlin

import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind

/**
 * The experimental multiplatform support API marker.
 * Any usage of a declaration annotated with `@ExperimentalMultiplatform` must be accepted either by
 * annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalMultiplatform::class)`,
 * or by using the compiler argument `-Xopt-in=kotlin.ExperimentalMultiplatform`.
 */
@Suppress("DEPRECATION")
@Experimental
@RequiresOptIn
@MustBeDocumented
@Target(
    CLASS,
    ANNOTATION_CLASS,
    PROPERTY,
    FIELD,
    LOCAL_VARIABLE,
    VALUE_PARAMETER,
    CONSTRUCTOR,
    FUNCTION,
    PROPERTY_GETTER,
    PROPERTY_SETTER,
    TYPEALIAS
)
@Retention(AnnotationRetention.BINARY)
@RequireKotlin("1.2.50", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class ExperimentalMultiplatform

/**
 * Marks an expected annotation class that it isn't required to have actual counterparts in all platforms.
 * This annotation is only applicable to 'expect' annotation classes in multi-platform projects and marks that class as
 * "optional".
 * Optional expected class is allowed to have no corresponding actual class on the platform. Optional
 * annotations can only be used to annotate something, not as types in signatures. If an optional annotation has no corresponding actual class on a platform,
 * the annotation entries where it's used are simply erased when compiling code on that platform.
 * Note: this annotation is experimental, see [ExperimentalMultiplatform] on how to opt-in for it.
 */
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@RequireKotlin("1.3.70", versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
public annotation class OptionalExpectation

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 */

package kotlin

import kotlin.annotation.AnnotationRetention.BINARY
import kotlin.annotation.AnnotationRetention.SOURCE
import kotlin.annotation.AnnotationTarget.*
import kotlin.internal.RequireKotlin
import kotlin.internal.RequireKotlinVersionKind
import kotlin.reflect.KClass

/**
 * Signals that the annotated annotation class is a marker of an API that requires an explicit opt-in.
 * If a declaration is annotated with that marker, it should opt in to the API either by using [OptIn],
 * or by being annotated with that marker themselves, effectively causing further propagation of the opt-in requirement.
 * This class requires opt-in itself and can only be used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`.
 * @property message message to be reported on usages of API without an explicit opt-in, or empty string for the default message.
 * The default message is: "This declaration is experimental and its usage should be marked with 'Marker' or '@OptIn(Marker::class)'."
 */
@Target(ANNOTATION_CLASS)
@Retention(BINARY)
@SinceKotlin("1.3")
@RequireKotlin("1.3.70"

val versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@RequireKotlin("1.3.70"
val versionKind = RequireKotlinVersionKind.COMPILER_VERSION)
@RestrictsOptIn
...
used with the compiler argument `-Xopt-in=kotlin.RequiresOptIn`. */
@Target(
    CLASS, PROPERTY, LOCAL_VARIABLE, VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_GETTER,
    PROPERTY_SETTER, EXPRESSION, FILE,
    TYPEALIAS)
@Retention(SOURCE)
@IntrinsicVersion("1.1")
@RequireKotlin("1.3.70");

packs
```java
public abstract class OptIn(
    vararg val markerClass:
)
```

```java
package kotlin.collections

import kotlin.js.JsName

/**
 * Provides a skeletal implementation of the read-only [Collection] interface.
 */
public abstract class AbstractCollection<out E> protected constructor(): Collection<E> {
    @UnsafeVariance override fun contains(element: @UnsafeVariance E): Boolean =
        if (it == element) true else false
    
    override fun iterator(): Iterator<E> = IteratorImpl()

    override fun containsAll(elements: Collection<@UnsafeVariance E>): Boolean =
        elements.all { it in this }
    
    override fun isEmpty(): Boolean = size == 0
    
    override fun toString(): String = joinToString(", ", "[", "]")
```

```java
package kotlin.collections

private enum class State {
    Ready,
    NotReady,
    Done,
    Failed
}

/**
 * A base class to simplify implementing iterators so that
 * implementations only have to implement [computeNext] to implement the iterator, calling [done] when
 * the iteration is complete.
 */
public abstract class AbstractIterator<T> : Iterator<T> {
    private var state = State.NotReady
    private var nextValue: T? = null

    override fun hasNext(): Boolean {
        require(state != State.Failed)
        return when (state) {
            State.Done -> false
            State.Ready -> true
            else -> tryToComputeNext()
        }
    }

    override fun next(): T {
        if (!hasNext()) throw NoSuchElementException()
        state = State.Ready
        @Suppress("UNCHECKED_CAST") return nextValue as T
    }

    private fun tryToComputeNext(): Boolean {
        state = State.Failed
        computeNext()
        return state == State.Ready
    }

    /**
     * Computes the next item in the iteration, called from the [computeNext] function
     * protected constructor(): AbstractCollection<E>()
     */
```

```java
package kotlin.collections

/**
 * Provides a skeletal implementation of the read-only [List] interface.
 */
public abstract class AbstractList<out E> protected constructor(): List<E> {
    @UnsafeVariance override fun get(index: Int): E =
        if (index < 0) throw IndexOutOfBoundsException() else this[index]
    
    override fun iterator(): ListIterator<E> = ListIteratorImpl(0)
```

```java
package kotlin.collections

/**
 * Based on GWT AbstractList
 */

public abstract class AbstractList<out E> protected constructor(): List<E> {
    @UnsafeVariance override fun get(index: Int): E =
        if (index < 0) throw IndexOutOfBoundsException() else this[index]
```

 ordered structural equality.
 * @return true, if [other] instance is a [Map] of the same size, all entries of
 which are contained in the [entries] set of this map.
 * @throws IllegalArgumentException if [other] is not a [Map].

 override fun equals(other: Any?): Boolean {
     return c.containsAll(other)

 }
found in the license/LICENSE.txt file.

/*
 * The name deque is short for 'double ended queue' and is usually pronounced 'deck'.
 * The collection provides methods for convenient access to the both ends.
 * It also implements [MutableList] interface and supports efficient
 * get/set operations by index.
 */

package kotlin.collections

import kotlin.native.concurrent.SharedImmutable

@SharedImmutable
private val emptyElementData = emptyArray<Any?>()
private const val maxArraySize = Int.MAX_VALUE - 8
private const val defaultMinCapacity = 10

/**
 * Resizable-array implementation of the deque data structure.
 */

@SinceKotlin("1.3")
@ExperimentalStdlibApi
public class ArrayDeque<E> : AbstractMutableList<E> {
    private var head: Int = 0
    private var elementData: Array<Any?>

    override var size: Int = 0
        private set

    /**
     * Constructs an empty deque with specified [initialCapacity], or
     * throws [IllegalArgumentException] if [initialCapacity] is negative.
     */
    public constructor(initialCapacity: Int) {
        elementData = when {
            initialCapacity == 0 -> emptyElementData
            initialCapacity > 0 - arrayOfNulls(initialCapacity)
            else -> throw IllegalArgumentException("Illegal Capacity: $initialCapacity")
        }
    }

    /**
     * Constructs an empty deque.
     */
    public constructor() {
        elementData = emptyElementData
    }

    /**
     * Constructs a deque that contains the same elements as the
     * specified [elements] collection in the same order.
     */
    public constructor(elements: Collection<E>) {
        elementData = elements.toTypedArray()
        size = elementData.size
        if (elementData.isEmpty())
            elementData = emptyElementData
    }

    /**
     * Ensures that the capacity of this deque is at least equal to
     * the specified [minCapacity].
     * If the current capacity is less than the [minCapacity], a new backing
     * storage is allocated with greater capacity.
     * Otherwise, this method takes no action and simply returns.
     */
    private fun ensureCapacity(minCapacity: Int) {
        if (minCapacity < 0) throw IllegalStateException("Deque is too big.")
        if (minCapacity <= elementData.size) return
        if (elementData === emptyElementData) {
            elementData = arrayOfNulls(minCapacity.coerceAtLeast(defaultMinCapacity))
            return
        }

        val newCapacity = newCapacity(elementData.size, minCapacity)
        copyElements(newCapacity)
    }

    // made internal for testing
    internal fun newCapacity(oldCapacity: Int,
        minCapacity: Int): Int {
        // overflow-conscious
        var newCapacity = oldCapacity + (oldCapacity shr 1)
        if (newCapacity - minCapacity < 0)
            newCapacity = minCapacity
        if (newCapacity - maxArraySize > 0)
            newCapacity = if (minCapacity > maxArraySize) Int.MAX_VALUE else maxArraySize
        return newCapacity
    }

    /**
     * Creates a new array with the specified [newCapacity] size and copies elements in
     * the [elementData] array to it.
     */
    private fun copyElements(newCapacity: Int) {
        val newElements = arrayOfNulls<Any?>(newCapacity)
        elementData.copyInto(newElements, 0, head, elementData.size)
        elementData.copyInto(newElements, elementData.size - head, 0, head)
        head = 0
        elementData = newElements
    }

    @kotlin.internal.InlineOnly
    private inline fun internalGet(internalIndex: Int): E {
        @Suppress("UNCHECKED_CAST")
        return elementData[internalIndex] as E
    }

    // positiveMod, negativeMod
    private fun positiveMod(index: Int): Int = if (index >= elementData.size) index - elementData.size else index
    private fun negativeMod(index: Int): Int = if (index < 0) index + elementData.size else index

    // head
    private fun internalIndex(index: Int): Int = positiveMod(head + index)
    private fun incremented(index: Int): Int = if (index == elementData.lastIndex) 0 else index + 1
    private fun decremented(index: Int): Int = if (index == 0) elementData.lastIndex else index - 1

    // isEmpty()
    override fun isEmpty(): Boolean = size == 0

    // addFirst()
    public fun addFirst(element: E) {
        ensureCapacity(size + 1)
        head = decremented(head)
        elementData[head] = element
        size += 1
    }

    // addLast()
    public fun addLast(element: E) {
        ensureCapacity(size + 1)
        head = elementData.lastIndex
        elementData[head] = element
        size += 1
    }

    // first() and firstOrNull()
    public fun first(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.") else internalGet(head)
    public fun firstOrNull(): E? = if (isEmpty()) null else internalGet(head)

    // last() and lastOrNull()
    public fun last(): E = if (isEmpty()) throw NoSuchElementException("ArrayDeque is empty.") else internalGet(incremented(lastIndex) - 1)
    public fun lastOrNull(): E? = if (isEmpty()) null else internalGet(incremented(lastIndex) - 1)
public override fun addAll(elements: Collection<E>): Boolean {
    if (elements.isEmpty()) return false
    for (index in 0 until head) {
        if (!iterator.hasNext()) break
            elementData[index] = iterator.next()
        }

        size += elements.size
    }

    return true
}

private fun copyCollectionElements(internalIndex: Int, elements: Collection<E>) {
    val iterator = elements.iterator()

    for (index in internalIndex until elementData.size) {
        if (!iterator.hasNext()) break
            elementData[index] = iterator.next()
        }
        for (index in 0 until head) {
            if (!iterator.hasNext()) break
            elementData[index] = iterator.next()
        }
    }

    size += elements.size
}

List::size

val array = ArrayList(Int::class.java)
val list = List(100)
val list2 = List<int>(100)
val list3: List<Int> = List(100)
val list4: MutableList<Int> = List(100)
val list5: MutableList<Int> = List(100)
val list6: MutableList<Int> = List(100)
val list7: MutableList<Int> = List(100)
val list8: MutableList<Int> = List(100)
val list9: MutableList<Int> = List(100)
val list10: MutableList<Int> = List(100)
val list11: MutableList<Int> = List(100)
val list12: MutableList<Int> = List(100)
val list13: MutableList<Int> = List(100)
val list14: MutableList<Int> = List(100)
val list15: MutableList<Int> = List(100)
val list16: MutableList<Int> = List(100)
val list17: MutableList<Int> = List(100)
val list18: MutableList<Int> = List(100)
val list19: MutableList<Int> = List(100)
val list20: MutableList<Int> = List(100)
val list21: MutableList<Int> = List(100)
val list22: MutableList<Int> = List(100)
val list23: MutableList<Int> = List(100)
val list24: MutableList<Int> = List(100)
val list25: MutableList<Int> = List(100)
val list26: MutableList<Int> = List(100)
val list27: MutableList<Int> = List(100)
val list28: MutableList<Int> = List(100)
val list29: MutableList<Int> = List(100)
val list30: MutableList<Int> = List(100)
val list31: MutableList<Int> = List(100)
val list32: MutableList<Int> = List(100)
val list33: MutableList<Int> = List(100)
val list34: MutableList<Int> = List(100)
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val list42: MutableList<Int> = List(100)
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val list46: MutableList<Int> = List(100)
val list47: MutableList<Int> = List(100)
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val list81: MutableList<Int> = List(100)
val list82: MutableList<Int> = List(100)
val list83: MutableList<Int> = List(100)
val list84: MutableList<Int> = List(100)
val list85: MutableList<Int> = List(100)
val list86: MutableList<Int> = List(100)
val list87: MutableList<Int> = List(100)
val list88: MutableList<Int> = List(100)
val list89: MutableList<Int> = List(100)
val list90: MutableList<Int> = List(100)
val list91: MutableList<Int> = List(100)
val list92: MutableList<Int> = List(100)
val list93: MutableList<Int> = List(100)
val list94: MutableList<Int> = List(100)
val list95: MutableList<Int> = List(100)
val list96: MutableList<Int> = List(100)
val list97: MutableList<Int> = List(100)
val list98: MutableList<Int> = List(100)
val list99: MutableList<Int> = List(100)
val list100: MutableList<Int> = List(100)

private fun copyCollectionElements>>

value = elements.iterator().next()

value = elements.iterator().next()

value = elements.iterator().next()

value = elements.iterator().next()

value = elements.iterator().next()
override fun remove(element: E): Boolean {
    val index = indexOf(element)
    if (index == -1) return false
    removeAt(index)
    return true
} // override public fun removeAt(index: Int): E {

AbstractList.checkElementIndex(index, size) if (index == last) return removeLast()
else if (index == 0) return removeFirst()

val element = internalGet(index)
val internalIndex = internalIndex(index)
val element = internalGet(internalIndex)
if (index < size shr 1) {
    // closer to the first element ->
    shift preceding elements
    if (internalIndex >= head) elementData.copyInto(elementData, head + 1, head + internalIndex)
} else {
    // head > tail, internalIndex < head
    elementData.copyInto(elementData, 1, 0, internalIndex)
}

elementData[0] = elementData[0].size - 1

elementData copyInto(elementData, head + 1, head, elementData.size - 1)

val head = elementData[head] = null

head = incremented(head) else {
    // closer to the last element ->
    shift succeeding elements
    val internalLastIndex = internalIndex(internalLastIndex)
    if (internalIndex <= internalLastIndex) {
        elementData copyInto(elementData, internalIndex, internalIndex + 1, internalLastIndex + 1)
    } else {
        // head > tail, internalIndex > head
        elementData.copyInto(elementData, internalIndex, internalIndex + 1, elementData.size - 1)
    }
}

val data = elementData[index]
@Suppress("UNCHECKED_CAST")
val element = data[index]

else {
    // index in head until elementData.size
    val data = elementData[index]
    elementData[index] = null
    @Suppress("UNCHECKED_CAST")
    if (predicate(element as E))
        elementData[newTail++] = element
    else
        modifed = true

    newTail = positiveMod(newTail)
    for (index in 0 until tail) {
        val element = elementData[index]
        if (index < size shr 1) {
            // closer to the first element ->
            if (predicate(element as E))
                elementData[newTail++] = element
            else if (index == 0) {
                return removeFirst()
            }
        }
        val internalIndex = internalIndex(index)
        if (index == lastIndex) {
            return removeLast()
        }

        val internalIndex = internalIndex(index)
        if (index == lastIndex) {
            return removeLast()
        }

        elementData.copyInto(elementData, start + index, start + index + 1)
        elementData.copyInto(elementData, start + index + 1, start + index + 2)
    }

    val head = 0
    val size = 0
    // For testing only
    internal fun internalStructure(structure: (head: Int, elements: Collection<E>) -> Unit) {
        val tail = internalIndex(size) if (isNotEmpty()) {
            structure(head, emptyArray())
            val elements = arrayOfNulls(size)
            if (head < tail)
                for (index in head until tail) {
                    val element = elementData[index]
                    if (getIndexInHeadUntilTail) {
                        val data = elementData[index]
                        data[index] = null
                        @Suppress("UNCHECKED_CAST")
                        if (predicate(element as E))
                            elementData[newTail++] = element
                        else
                            modified = true

                        newTail = positiveMod(newTail)
                        for (index in 0 until tail) {
                            val element = elementData[index]
                            if (index < size shr 1) {
                                // closer to the first element ->
                                if (predicate(element as E))
                                    elementData[newTail++] = element
                                else if (index == 0) {
                                    return removeFirst()
                                }
                            }
                            val internalIndex = internalIndex(index)
                            if (index == lastIndex) {
                                    return removeLast()
                                }
                            }
            }
        }

        val head = 0
        val size = 0
        // For testing only
        internal fun internalStructure(structure: (head: Int, elements: Collection<E>) -> Unit) {
            val tail = internalIndex(size) if (isNotEmpty()) {
                structure(head, emptyArray())
                val elements = arrayOfNulls(size)
                if (head < tail)
                    for (index in head until tail) {
                        val element = elementData[index]
                        if (getIndexInHeadUntilTail) {
                            val data = elementData[index]
                            data[index] = null
                            @Suppress("UNCHECKED_CAST")
                            if (predicate(element as E))
                                elementData[newTail++] = element
                            else
                                modified = true

                            newTail = positiveMod(newTail)
                            for (index in 0 until tail) {
                                val element = elementData[index]
                                if (index < size shr 1) {
                                    // closer to the first element ->
                                    if (predicate(element as E))
                                        elementData[newTail++] = element
                                    else if (index == 0) {
                                        return removeFirst()
                                    }
                                }
                                val internalIndex = internalIndex(index)
                                if (index == lastIndex) {
                                        return removeLast()
                                    }
                                }
                            }
                        }
                    }
                }
            }
        }
    }

    val tail = internalIndex(size) if (isNotEmpty()) {
        structure(head, emptyArray())
        val elements = arrayOfNulls(size)
        if (head < tail)
            for (index in head until tail) {
                val element = elementData[index]
                if (getIndexInHeadUntilTail) {
                    val data = elementData[index]
                    data[index] = null
                    @Suppress("UNCHECKED_CAST")
                    if (predicate(element as E))
                        elementData[newTail++] = element
                    else
                        modified = true

                    newTail = positiveMod(newTail)
                    for (index in 0 until tail) {
                        val element = elementData[index]
                        if (index < size shr 1) {
                            // closer to the first element ->
                            if (predicate(element as E))
                                elementData[newTail++] = element
                            else if (index == 0) {
                                return removeFirst()
                            }
                        }
                        val internalIndex = internalIndex(index)
                        if (index == lastIndex) {
                                return removeLast()
                            }
                        }
                    }
                }
            }
        }
    }

    override fun clear() {
        val tail = internalIndex(size) if (isNotEmpty()) {
            structure(head, emptyArray())
            val elements = arrayOfNulls(size)
            if (head < tail)
                for (index in head until tail) {
                    val element = elementData[index]
                    if (getIndexInHeadUntilTail) {
                        val data = elementData[index]
                        data[index] = null
                        @Suppress("UNCHECKED_CAST")
                        if (predicate(element as E))
                            elementData[newTail++] = element
                        else
                            modified = true

                        newTail = positiveMod(newTail)
                        for (index in 0 until tail) {
                            val element = elementData[index]
                            if (index < size shr 1) {
                                // closer to the first element ->
                                if (predicate(element as E))
                                    elementData[newTail++] = element
                                else if (index == 0) {
                                    return removeFirst()
                                }
                            }
                            val internalIndex = internalIndex(index)
                            if (index == lastIndex) {
                                    return removeLast()
                                }
                            }
                        }
                    }
                }
            }
            if (modified)
                size = 0
    }
array.

```kotlin
public fun <T, R> Array<out Pair<T, R>> unzip(): List<Pair<T, R>> {
    val listT = ArrayList<T>(size)
    val listR = ArrayList<R>(size)
    for (pair in this) {
        listT.add(pair.first)
        listR.add(pair.second)
    }
    return listOf(listT, listR)
}

/**
 * Returns `true` if this array is either empty or null.
 * @sample samples.collections.Arrays.Transformations.unzipArray
 */
@sample samples.collections.Arrays.Transformations.unzipArray
@PublishedApi
@kotlin.internal.InlineOnly
@SinceKotlin("1.3")
public fun <T> Array<T>.isNullOrEmpty(): Boolean {
    return this == null || this.isEmpty()
}

/**
 * Returns this array if it's not empty.
 * @sample samples.collections.Arrays.Usage.arrayIfNotEmpty
 */
@SinceKotlin("1.3")
public inline fun <C, R> Nullable<Array<out C>>.ifNotEmpty(defaultValue: () -> R): R where C : Array<*>, C : R {
    return if (defaultValue == null) this else defaultValue()
}

@UseExperimental(ExperimentalUnsignedTypes::class)
@PublishedApi
@kotlin.internal.InlineOnly
private fun <T> Nullable<Array<out T>>.contentDeepToStringInternal(): String {
    val length = this.size.coerceAtMost((Int.MAX_VALUE - 2) / 5) * 5 + 2 // in order not to overflow Int.MAX_VALUE
    return buildString(length) {
        contentDeepToStringInternal(this, mutableListOf())
    }
}

@UseExperimental(ExperimentalUnsignedTypes::class)
@PublishedApi
@kotlin.internal.InlineOnly
@Suppress("UPPER_BOUND_CANNOT_BE_ARRAY")
private fun <T> Nullable<Array<out T>>.contentDeepEquals(other: Nullable<Array<out T>>): Boolean {
    val thisArray = this @inlinedContentDeepToString
    val otherArray = other @inlinedContentDeepToString
    if (thisArray == null) return otherArray == null
    if (otherArray == null) return thisArray == null
    if (thisArray.size != otherArray.size) return false
    if (thisArray == otherArray) return true
    for (i in indices) {
        val v1 = thisArray[i]
        val v2 = otherArray[i]
        when (v1) {
            null -> if (v2 == null) return true
            is Array<*> -> if (!v1.contentDeepEquals(v2)) return false
            is ByteArray -> if (!v1.contentEquals(v2)) return false
            is ShortArray -> if (!v1.contentEquals(v2)) return false
            is IntArray -> if (!v1.contentEquals(v2)) return false
            is LongArray -> if (!v1.contentEquals(v2)) return false
            is FloatArray -> if (!v1.contentEquals(v2)) return false
            is DoubleArray -> if (!v1.contentEquals(v2)) return false
            is CharArray -> if (!v1.contentEquals(v2)) return false
            is BooleanArray -> if (!v1.contentEquals(v2)) return false
            is UByteArray -> if (!v1.contentEquals(v2)) return false
            is UShortArray -> if (!v1.contentEquals(v2)) return false
            is UIntArray -> if (!v1.contentEquals(v2)) return false
            is ULongArray -> if (!v1.contentEquals(v2)) return false
            else -> if (v1 != v2) return false
        }
    }
    return true
}
```

---

Open Source Used In DCNM 12 12.0(2) 10733
V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =
    when (this) {
        is MapWithDefault -> this.map.withDefault(defaultValue)
        else -> MapWithDefaultImpl(this, defaultValue)
    }

/**
 * Returns a wrapper of this mutable map, having the implicit default value provided with the specified function
 */
@kotlin.jvm.JvmName("withDefaultMutable")
public fun <K, V>
    Map<K, V>.withDefault(defaultValue: (key: K) -> V): Map<K, V> =
    when (this) {
        is MapWithDefaultMutable -> this.map.withDefault(defaultValue)
        else -> MapWithDefaultImpl(this, defaultValue)
    }

private interface MapWithDefault<K, out V> : Map<K, V> {
    public val map: Map<K, V>
    public fun getOrImplicitDefault(key: K): V
}

private interface MutableMapWithDefault<K, V> :
    MutableMap<K, V>, MapWithDefault<K, V> {
    public override val map: MutableMap<K, V>
}

private class MapWithDefaultImpl<K, out V>(public override val map: Map<K, V>, private val default: (key: K) -> V) :
    MapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

private class MutableMapWithDefaultImpl<K, V>(public override val map: MutableMap<K, V>, private val default: (key: K) -> V) :
    MutableMapWithDefault<K, V> {
    override fun equals(other: Any?): Boolean = map.equals(other)
    override fun hashCode(): Int = map.hashCode()
    override fun toString(): String = map.toString()
    override val size: Int get() = map.size
    override fun isEmpty(): Boolean = map.isEmpty()
    override fun containsKey(key: K): Boolean = map.containsKey(key)
    override fun containsValue(value: @UnsafeVariance V): Boolean = map.containsValue(value)
    override fun getOrImplicitDefault(key: K): V = map.getOrElseNullable(key, { default(key) })
}

/**
 * Removes a single instance of the specified element from this collection, if it is present.
 * Allows to overcome type-safety restriction of `remove` that requires to pass an element of type `E`.
 * @return `true` if the element has been successfully removed; `false` if it was not present in the collection.
 */
@Suppress("UNCHECKED_CAST")
public inline fun <@UnsafeVariance T> MutableCollection<T>.remove(element: T): Boolean =
    @Suppress("UNCHECKED_CAST")
    (this as MutableCollection<T>).remove(element)

/**
 * Removes all of this collection's elements that are also contained in the specified collection.
 * Allows to overcome type-safety restriction of `removeAll` that requires to pass a collection of type `Collection<E>`.
 * @return `true` if any of the specified elements was removed from the collection, `false` if the collection was not modified.
 */
@Suppress("UNCHECKED_CAST")
public inline fun <@UnsafeVariance T> MutableCollection<T>.removeAll(elements: Collection<T>): Boolean =
    @Suppress("UNCHECKED_CAST")
    (this as MutableCollection<T>).removeAll(elements)
*\n@kotlin.internal.InlineOnly\n\npublic inline fun \<@kotlin.internal.OnlyInputTypes T>\n\n    MutableCollection\<out T>.retainAll\<\(elements: Collection\<T>\)\>: Boolean =\n    @Suppress("UNCHECKED_CAST")\n\n    (this as\n    MutableCollection\<T>\<).retainAll\<\(elements\)\>\n\n*\n@kotlin.internal.InlineOnly\n\npublic inline operator fun \<T>\n\n    MutableCollection\<in T>.plusAssign\<\(element: T)\>: Boolean =\n    @Suppress("UNCHECKED_CAST")\n\n    (this as\n    MutableCollection\<T>\<).plusAssign\<\(element\)\>\n\n*\n@kotlin.internal.InlineOnly\n\npublic inline operator fun \<T>\n\n    MutableCollection\<in T>.minusAssign\<\(element: T)\>: Boolean =\n\n    this.remove\<\(element\)\>\n\n*\n@kotlin.internal.InlineOnly\n\npublic fun \<T>\n\n    MutableCollection\<in T>.addAll\<\(elements: Collection\<T>\)\>: Boolean =\n\n    when (elements) {\n        is Collection ->
            return addAll\<\(elements\)\>\n        else -> {
            var result: Boolean = false
            for (item in elements)
                if (add\<\(item\)\>) result = true
            return result
        }
    }\n
*\n@kotlin.internal.InlineOnly\n\npublic fun \<T>\n\n    MutableCollection\<in T>.removeAll\<\(elements: Collection\<T>\)\>: Boolean =\n\n    removeAll\<\(elements\)\>\n\n*\n@kotlin.internal.InlineOnly\n\npublic fun \<T>\n\n    MutableCollection\<in T>.retainAll\<\(elements: Collection\<T>\)\>: Boolean =\n\n    retainAll\<\(elements\)\>\n\n*\n@kotlin.internal.InlineOnly\n\npublic fun \<T>\n\n    MutableCollection\<in T>.retainAll\<\(Array\<T>\)\>: Boolean =\n\n    retainAll\<\(Array\<T>\)\>\n\n*\n@kotlin.internal.InlineOnly\n\npublic fun \<T>\n\n    MutableCollection\<in T>.retainAll\<\(Sequence\<T>\)\>: Boolean =\n\n    retainAll\<\(Sequence\<T>\)\>
@return `true` if any element was removed from this collection, or `false` when no elements were removed and collection was not modified.

```kotlin
@public fun <T> MutableIterable<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)
```

> Retains only elements of this [MutableIterable] that match the given [predicate].

```kotlin
@public fun <T> MutableIterable<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)
```

> Retains only elements of this [MutableIterable] that match the given [predicate].

```kotlin
private fun <T> MutableIterable<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    var result = false
    with(iterator()) {
        while (hasNext())
            if (predicate(next()) == predicateResultToRemove) {
                remove()
                result = true
            }
    }
    return result
}
```

> Filters elements in this mutable list using the specified [random] instance as the source of randomness.

```kotlin
@public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)
```

> Retains only elements of this [MutableList] that match the given [predicate].

```kotlin
@public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)
```

> Retains only elements of this [MutableList] that match the given [predicate].

```kotlin
private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    if (this !is RandomAccess)
        return (this as MutableIterable<T>).filterInPlace(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex) {
        val element = this[readIndex]
        if (predicate(element) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex] = element

        writeIndex++
    }
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo writeIndex)
            removeAt(removeIndex)

        return true
    } else {
        return false
    }
}
```

> Filters elements in this mutable list using the specified [random] instance as the source of randomness.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> MutableList<T>.removeAt(index: Int): T = removeAt(index)
```

> Removes the element at the specified [index] from this list. In Kotlin one should use the [MutableList.removeAt] function instead.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> MutableList<T>.removeFirst(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(0)
```

> Removes the first element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> MutableList<T>.removeFirstOrNull(): T? = if (isEmpty()) null else removeAt(0)
```

> Removes the first element from this mutable list and returns that removed element, or returns `null` if this list is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> MutableList<T>.removeLast(): T = if (isEmpty()) throw NoSuchElementException("List is empty.") else removeAt(lastIndex)
```

> Removes the last element from this mutable list and returns that removed element, or throws [NoSuchElementException] if this list is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> MutableList<T>.removeLastOrNull(): T? = if (isEmpty()) null else removeAt(lastIndex)
```

> Removes the last element from this mutable list and returns that removed element, or returns `null` if this list is empty.

```kotlin
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T> MutableList<T>.removeAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, true)
```

> Retains only elements of this [MutableList] that match the given [predicate].

```kotlin
@public fun <T> MutableList<T>.retainAll(predicate: (T) -> Boolean): Boolean = filterInPlace(predicate, false)
```

> Retains only elements of this [MutableList] that match the given [predicate].

```kotlin
private fun <T> MutableList<T>.filterInPlace(predicate: (T) -> Boolean, predicateResultToRemove: Boolean): Boolean {
    if (this !is RandomAccess)
        return (this as MutableList<T>).removeAll(predicate, predicateResultToRemove)

    var writeIndex: Int = 0
    for (readIndex in 0..lastIndex) {
        val element = this[readIndex]
        if (predicate(element) == predicateResultToRemove)
            continue

        if (writeIndex != readIndex)
            this[writeIndex] = element

        writeIndex++
    }
    if (writeIndex < size) {
        for (removeIndex in lastIndex downTo writeIndex)
            removeAt(removeIndex)

        return true
    } else {
        return false
    }
}
```

> Filters elements in this mutable list using the specified [random] instance as the source of randomness.

```kotlin
@public fun <T> MutableList<T>.shuffled(random: Random): List<T> = toMutableList().apply { shuffle(random) }
```

> Randomly shuffles elements in this mutable list.

```kotlin
@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("CollectionsKt")

package
```
kotlin.collections\n\nprivate open class ReversedListReadOnly<out T>(private val delegate: List<T>) : AbstractList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]

    override fun set(index: Int, element: T): T = delegate.set(reverseElementIndex(index), element)
    override fun add(index: Int, element: T) = delegate.add(reverseElementIndex(index), element)
}

private class ReversedList<T>(private val delegate: MutableList<T>) : AbstractMutableList<T>() {
    override val size: Int get() = delegate.size
    override fun get(index: Int): T = delegate[reverseElementIndex(index)]

    override fun clear() = delegate.clear()
    override fun removeAt(index: Int): T = delegate.removeAt(reverseElementIndex(index))
    override fun set(index: Int, element: T): T = delegate.set(reverseElementIndex(index), element)
    override fun add(index: Int, element: T) = delegate.add(reversePositionIndex(index), element)
}

private fun List<*>.reverseElementIndex(index: Int): Int =
    if (index in 0..lastIndex) lastIndex - index else throw IndexOutOfBoundsException("Element index $index must be in range [0..lastIndex].")

private fun List<*>.reversePositionIndex(index: Int): Int =
    if (index in 0..size) size - index else throw IndexOutOfBoundsException("Position index $index must be in range [0..size].")

/**
 * Returns a reversed read-only view of the original List.
 * All changes made in the original list will be reflected in the reversed one.
 * @sample samples.collections.ReversedViews.asReversedList
 */
public fun <T> List<T>.asReversed(): List<T> = ReversedListReadOnly(this)

/**
 * Returns a reversed mutable view of the original mutable List.
 * All changes made in the original list will be reflected in the reversed one and vice versa.
 * @sample samples.collections.ReversedViews.asReversedMutableList
 */
@kotlin.jvm.JvmName("asReversedMutable")
public fun <T> MutableList<T>.asReversed(): MutableList<T> = ReversedList(this)


/*
 * Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors.
 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("SequencesKt")
@file:UseExperimental(
    ExperimentalTypeInference::class)

package kotlin.sequences

import kotlin.coroutines.*
import kotlin.coroutines.intrinsics.*
import kotlin.experimental.ExperimentalTypeInference

/**
 * Builds a [Sequence] lazily yielding values one by one.
 * @see sequence
 * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
 * @sample samples.collections.Sequences.Building.buildFibonacciSequence
 */
@SinceKotlin("1.3")
public fun <T> sequence(@BuilderInference block: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence { iterator(block) }

@SinceKotlin("1.3")
@Deprecated("Use 'sequence { }' function instead.
ReplaceWith("sequence(builderAction)"), level = DeprecationLevel.ERROR)
@kotlin.internal.InlineOnly
public inline fun <T> buildSequence(@BuilderInference noinline builderAction: suspend SequenceScope<T>.() -> Unit): Sequence<T> = Sequence { iterator(builderAction) }

/**
 * The scope for yielding values of a [Sequence] or an [Iterator],
 * provides [yield] and [yieldAll] suspension functions.
 * @see sequence
 * @see iterator
 */
@RestrictsSuspension
@SinceKotlin("1.3")
public abstract class SequenceScope<in T> internal constructor() {
    /**
     * Yields a value to the [Iterator] being built and suspends
     * until the next value is requested.
     */
    public abstract suspend fun yield(value: T)
    public abstract suspend fun yieldAll()
}

/*
 * public abstract suspend fun yield(value: T): * Yields all values from the 'iterator' to the 'iterator' being built
 * and suspends until all these
values are iterated and the next one is requested.

* The sequence of values returned by the given iterator can be potentially infinite.
* The sequence of values returned by the given iterator can be potentially infinite.

* The sequence of values returned by the given iterator can be potentially infinite.

* Yields a collections of values to the [Iterator] being built
* and suspends until all these values are iterated and the next one is requested.

* Yields potentially infinite sequence of values to the [Iterator] being built
* and suspends until all these values are iterated and the next one is requested.

* The sequence can be potentially infinite.

* @sample samples.collections.Sequences.Building.buildSequenceYieldAll

```java
    public abstract suspend fun yieldAll(iterator: Iterator<T>)

    /**
     * Yields a collections of values to the 
     * [Iterator] being built
     * and suspends until all these values are iterated and the next one is requested.
     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
     */
    public suspend fun

    yieldAll(elements: Iterable<T>) {
        if (elements is Collection && elements.isEmpty()) return
        return

        yieldAll(elements.iterator())
    }

    /**
     * Yields potentially infinite sequence of values to the [Iterator] being built
     * and suspends until all these values are iterated and the next one is requested.
     * @sample samples.collections.Sequences.Building.buildSequenceYieldAll
     */
    public suspend fun

    yieldAll(sequence: Sequence<T>) = yieldAll(sequence.iterator())

    @Deprecated("Use SequenceScope class instead.",
    ReplaceWith("SequenceScope<T>"), level = DeprecationLevel.ERROR)
    public typealias SequenceBuilder<T> =
    SequenceScope<T>/nprivate typealias State = Int

    private const val State_NotReady: State = 0
    private const val State_ManyNotReady: State = 1
    private const val State_ManyReady: State = 2
    private const val State_Ready: State = 3
    private const val State_Done: State = 4
    private const val State_Failed: State = 5

    private class
    SequenceBuilderIterator<T> : SequenceScope<T>(), Iterator<T>, Continuation<Unit> {
        private var state = State_NotReady
        private var nextValue: T? = null
        private var nextIterator: Iterator<T>? = null
        private var nextStep: Continuation<Unit>? = null

        override fun hasNext(): Boolean {
            while (true) {
                when (state) {
                    State_NotReady -> {}
                    State_ManyNotReady ->
                        if (nextIterator!!.hasNext()) {
                            state = State_ManyReady
                            return true
                        }
                        else {
                            nextIterator = null
                            state = State_Done
                            return false
                        }
                    State_Done -> return false
                    State_Ready, State_ManyReady -> return true
                    else -> throw exceptionalState()
                }
                state = State_Failed
                val step = nextStep!!
                nextStep = null
                step.resume(Unit)
            }
        }

        override fun next(): T {
            when (state) {
                State_NotReady, State_ManyNotReady -> return

                nextNotReady(): T
                State_ManyReady -> {
                    state = State_ManyNotReady
                    return

                    nextIterator!!
                        .next()
                }
                State_Ready -> {
                    state = State_NotReady
                    @Suppress("UNCHECKED_CAST")
                    return

                    value = nextValue as T
                }
                else -> throw exceptionalState()
            }
            return
        }

        private fun
        nextNotReady(): T {
            if (!hasNext()) throw NoSuchElementException() else return next()
        }

        private fun
        exceptionalState(): Throwable = when (state) {
            State_Done -> NoSuchElementException()
            State_Failed
            IllegalStateException("Iterator has failed.")
            else -> IllegalStateException("Unexpected state of the
            iterator: $state")
        }

        override suspend fun yield(value: T) {
            nextValue = value
            state = State_Ready
            return suspendCoroutineUninterceptedOrReturn { c ->
                c.resumeWith(RESULT

                value)
            }
        }

        override suspend fun yieldAll(iterator: Iterator<T>) {
            if (!iterator.hasNext()) return
            nextIterator = iterator
            state = State_ManyReady
            return suspendCoroutineUninterceptedOrReturn { c ->
                c.resumeWith(RESULT

                value)
            }
        }

        // Completion continuation implementation
        override fun resumeWith(result: Result<Unit>) {
            result.getOrThrow() // just rethrow exception if it is there
            state = State_Done
            override val context:
        CoroutineContext
            get() = EmptyCoroutineContext
    }

    internal fun
    checkWindowSizeStep(size: Int, step: Int) {
        require(size > 0 && step > 0) {
            if (size != step)
            "Both size $size and step $step must be greater than zero."
            else
            "size $size must be greater than zero.

        }
bufferInitialCapacity = size.coerceAtMost(1024); val gap = step - size
if (gap >= 0) {
    var buffer
    = ArrayList<T>(bufferInitialCapacity)
    var skip = 0
    for (e in iterator) {
        if (skip > 0) {
            skip--
            continue
        }
        buffer.add(e)
        if (buffer.size == size) {
            yield(buffer)
        }
    }
}

@Suppress("NOTHING_TO_INLINE")
private

fun fill(buffer: ArrayList<T>, size: Int) {
    buffer.fill(null, 0, size)
}

override fun removeFirst(n: Int) {
    require(n >= 0) { "n shouldn't be negative but it is $n" }
    buffer.add(e)
    if (buffer.isFull()) {
        if (buffer.size < size) {
            buffer = buffer.expanded(maxCapacity = size); continue
        }
    }
    buffer.removeFirst(n) { yield(if (buffer.isFull()) yield(buffer) else ArrayList(buffer.size))
    buffer.removeFirst(step) { if (buffer.isNotEmpty()) yield(buffer) else yield(false) } }
}

override fun iterator(): Iterator<T> = object : AbstractIterator<T>() {
    override fun next() {
        if (count == 0) {
            index = startIndex
            count--
        }
        return buffer[index] as T
    }
}

fun isFull() = buffer.size == capacity

override var size: Int = filledSize
private var startIndex: Int = 0

override var size: Int = filledSize
private set

fun move(fromIndex: Int, toIndex: Int) {
    if (fromIndex < 0) fromIndex += buffer.size
    if (toIndex < 0) toIndex += buffer.size
    if (fromIndex > toIndex) {
        var temp = fromIndex
        fromIndex = toIndex
        toIndex = temp
    }
    while (fromIndex < toIndex) {
        buffer[fromIndex] = buffer[toIndex]
        fromIndex++
        toIndex++
    }
}

fun move(fromIndex: Int, toIndex: Int, step: Int) {
    if (fromIndex < 0) fromIndex += buffer.size
    if (toIndex < 0) toIndex += buffer.size
    if (fromIndex > toIndex) {
        var temp = fromIndex
        fromIndex = toIndex
        toIndex = temp
    }
    while (fromIndex < toIndex) {
        buffer[fromIndex] = buffer[toIndex]
        fromIndex += step
        toIndex += step
    }
}

fun move(fromIndex: Int, toIndex: Int, step: Int) {
    if (fromIndex < 0) fromIndex += buffer.size
    if (toIndex < 0) toIndex += buffer.size
    if (fromIndex > toIndex) {
        var temp = fromIndex
        fromIndex = toIndex
        toIndex = temp
    }
    while (fromIndex < toIndex) {
        buffer[fromIndex] = buffer[toIndex]
        fromIndex += step
        toIndex += step
    }
}

fun move(fromIndex: Int, toIndex: Int, step: Int) {
    if (fromIndex < 0) fromIndex += buffer.size
    if (toIndex < 0) toIndex += buffer.size
    if (fromIndex > toIndex) {
        var temp = fromIndex
        fromIndex = toIndex
        toIndex = temp
    }
    while (fromIndex < toIndex) {
        buffer[fromIndex] = buffer[toIndex]
        fromIndex += step
        toIndex += step
    }
}

fun move(fromIndex: Int, toIndex: Int, step: Int) {
    if (fromIndex < 0) fromIndex += buffer.size
    if (toIndex < 0) toIndex += buffer.size
    if (fromIndex > toIndex) {
        var temp = fromIndex
        fromIndex = toIndex
        toIndex = temp
    }
    while (fromIndex < toIndex) {
        buffer[fromIndex] = buffer[toIndex]
        fromIndex += step
        toIndex += step
    }
}

inline fun Int.forward(n: Int): Int = (this + n) % capacity

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 */

package kotlin.collections

// UByteArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: UByteArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UByteArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// UShortArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: UShortArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UShortArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// UIntArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: UIntArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: UIntArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// ULongArray
=============================================================================
@ExperimentalUnsignedTypes
private fun partition(array: ULongArray, left: Int, right: Int): Int {
    var i = left
    var j = right
    val pivot = array[(left + right) / 2]
    while (i <= j) {
        while (array[i] < pivot)
            i++
        while (array[j] > pivot)
            j--
        if (i <= j) {
            val tmp = array[i]
            array[i] = array[j]
            array[j] = tmp
            i++
            j--
        }
    }
    return i
}

@ExperimentalUnsignedTypes
private fun quickSort(array: ULongArray, left: Int, right: Int) {
    val index = partition(array, left, right)
    if (left < index - 1)
        quickSort(array, left, index - 1)
    if (index < right)
        quickSort(array, index, right)
}

// Interfaces
=============================================================================
/**
 * Sorts the given array using qsort algorithm.
 */
@ExperimentalUnsignedTypes
internal fun sortArray(array: UByteArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UShortArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: UIntArray) = quickSort(array, 0, array.size - 1)
@ExperimentalUnsignedTypes
internal fun sortArray(array: ULongArray) = quickSort(array, 0, array.size - 1)
@Suppress("DEPRECATION")
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.3")
@Experimental
@MustBeDocumented
@Public annotation class ExperimentalContracts

/**
 * Provides a scope, where the functions of the contract DSL, such as [returns], [callsInPlace], etc.,
 * can be used to describe the contract of a function.
 * This type is used as a receiver type of the lambda function passed to the
 * [contract] function.
 */
@ContractsDsl
@ExperimentalContracts
@SinceKotlin("1.3")
public interface ContractBuilder {

    /**
     * Describes a situation when a function returns normally, without any exceptions thrown.
     *
     * Use [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @ContractsDsl public fun returns(): Returns

    /**
     * Describes a situation when a function returns normally with the specified return [value].
     *
     * The possible values of [value] are limited to 'true', 'false' or null. This effect
     * uses [SimpleEffect.implies] function to describe a conditional effect that happens in such case.
     */
    @ContractsDsl public fun returns(value: Any?): Returns

    /**
     * Describes a situation when a function returns normally with any value that is not null.
     *
     * This contract specifies that:
     * 1. the function [lambda] can only be invoked once during the call of the owner function;
     * 2. the function [lambda] is invoked the amount of times specified by the [kind] parameter;
     * 3. see the [InvocationKind] enum for possible values.
     */
    @ContractsDsl public fun <R> callsInPlace(lambda: Function<R>, kind: InvocationKind = InvocationKind.UNKNOWN): CallsInPlace

    /**
     * Specifies how many times a function invokes its function parameter in place.
     * See [ContractBuilder.callsInPlace] for the details of the call-in-place function contract.
     */
    @ContractsDsl
    @ExperimentalContracts
    @SinceKotlin("1.3")
    public enum class InvocationKind {
        AT_MOST_ONCE,
        AT_LEAST_ONCE,
        EXACTLY_ONCE,
        UNKNOWN
    }

    /**
     * Specifies the contract of a function.
     * The contract description must be at the beginning of a function and have at least one
     * effect.
     * This contract describes that:
     * 1. the function [lambda] can only be invoked once during the call of the owner function;
     * 2. the function [lambda] is invoked the amount of times specified by the [kind] parameter;
     * 3. see the [InvocationKind] enum for possible values.
     */
    @ContractsDsl
    @ExperimentalContracts
    @InlineOnly
    @SinceKotlin("1.3")
    @Suppress("UNUSED_PARAMETER")
    public inline fun contract(builder:
ContractBuilder().capture(Unit) { } /* Copyright 2010-2018 JetBrains s.r.o. and Kotlin Programming Language contributors. */

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package kotlin.coroutines

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package kotlin.coroutines

/**
 * Marks coroutine context element that
 * The coroutines framework uses [ContinuationInterceptor.Key] to retrieve the interceptor and
 * intercepts all coroutine continuations with [interceptContinuation] invocations.
 *
 * [ContinuationInterceptor] behaves like a [polymorphic element][AbstractCoroutineContextKey], meaning that
 * its implementation delegates [get][CoroutineContext.Element.get] and
 * [minusKey][CoroutineContext.Element.minusKey] to [getPolymorphicElement] and [minusPolymorphicKey] respectively.
 *
 * [ContinuationInterceptor.Key] types can be extracted from the coroutine context using either
 * [ContinuationInterceptor.Key] or subtype key if it extends [AbstractCoroutineContextKey].
 *
 * This function may simply return original [continuation] if it does not want to intercept this particular
 * continuation. * When the original [continuation] completes, coroutines framework invokes
 * [releaseInterceptedContinuation] with the resulting continuation if it was intercepted, that is if
 * 'interceptContinuation' had previously returned a different continuation instance.
 * In public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>?
 * Returns what the given [continuation] was intercepted to.
 * This function is invoked by coroutines framework when
 * needed and the resulting continuations are cached internally per each instance of the original [continuation].
 *
 * This function may simply return original [continuation] if it does not want to intercept this particular
 * continuation. * When the original [continuation] completes, coroutines framework invokes
 * [releaseInterceptedContinuation] with the resulting continuation if it was intercepted, that is if
 * 'interceptContinuation' had previously returned a different continuation instance.
 */

@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {
    /**
     * The key that defines *the* context interceptor.
     */
    companion object Key : CoroutineContext.Key<ContinuationInterceptor>

    /**
     * Returns continuation that wraps the original
     * continuation, thus intercepting all resumptions.
     * This function is invoked by coroutines framework when
     * needed and the resulting continuations are cached internally per each instance of the original [continuation].
     * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.
     */
    public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>

    /**
     * Invoked for the
     * continuation instance returned by [interceptContinuation] when the original
     * continuation completes and will
     * not be used anymore. This function is invoked only if [interceptContinuation] had previously
     * returned a different continuation instance from the one it was invoked with.
     * Default implementation does nothing.
     * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.
     */
    public fun releaseInterceptedContinuation(continuation: Continuation<*>) {
        /* do nothing by default */
    }

        // getPolymorphicKey specialized for ContinuationInterceptor key
        @OptIn(ExperimentalStdlibApi::class)
        if (key is AbstractCoroutineContextKey<*>) {
            return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null
        }
        @Suppress("UNCHECKED_CAST")
        return if (ContinuationInterceptor === key) this as E else null
    }

    public override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext {
        // minusPolymorphicKey specialized for ContinuationInterceptor key
        @OptIn(ExperimentalStdlibApi::class)
        if (key is AbstractCoroutineContextKey<*>) {
            return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this
        }
        return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
    }
}

@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {
    /**
     * The key that defines *the* context interceptor.
     */
    companion object Key : CoroutineContext.Key<ContinuationInterceptor>

    /**
     * Returns continuation that wraps the original
     * continuation, thus intercepting all resumptions.
     * This function is invoked by coroutines framework when
     * needed and the resulting continuations are cached internally per each instance of the original [continuation].
     * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.
     */
    public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>

    /**
     * Invoked for the
     * continuation instance returned by [interceptContinuation] when the original
     * continuation completes and will
     * not be used anymore. This function is invoked only if [interceptContinuation] had previously
     * returned a different continuation instance from the one it was invoked with.
     * Default implementation does nothing.
     * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.
     */
    public fun releaseInterceptedContinuation(continuation: Continuation<*>) {
        /* do nothing by default */
    }

        // getPolymorphicKey specialized for ContinuationInterceptor key
        @OptIn(ExperimentalStdlibApi::class)
        if (key is AbstractCoroutineContextKey<*>) {
            return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null
        }
        @Suppress("UNCHECKED_CAST")
        return if (ContinuationInterceptor === key) this as E else null
    }

    public override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext {
        // minusPolymorphicKey specialized for ContinuationInterceptor key
        @OptIn(ExperimentalStdlibApi::class)
        if (key is AbstractCoroutineContextKey<*>) {
            return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this
        }
        return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
    }
}

@SinceKotlin("1.3")
public interface ContinuationInterceptor : CoroutineContext.Element {
    /**
     * The key that defines *the* context interceptor.
     */
    companion object Key : CoroutineContext.Key<ContinuationInterceptor>

    /**
     * Returns continuation that wraps the original
     * continuation, thus intercepting all resumptions.
     * This function is invoked by coroutines framework when
     * needed and the resulting continuations are cached internally per each instance of the original [continuation].
     * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.
     */
    public fun <T> interceptContinuation(continuation: Continuation<T>): Continuation<T>

    /**
     * Invoked for the
     * continuation instance returned by [interceptContinuation] when the original
     * continuation completes and will
     * not be used anymore. This function is invoked only if [interceptContinuation] had previously
     * returned a different continuation instance from the one it was invoked with.
     * Default implementation does nothing.
     * @param continuation Continuation instance returned by this interceptor's [interceptContinuation] invocation.
     */
    public fun releaseInterceptedContinuation(continuation: Continuation<*>) {
        /* do nothing by default */
    }

        // getPolymorphicKey specialized for ContinuationInterceptor key
        @OptIn(ExperimentalStdlibApi::class)
        if (key is AbstractCoroutineContextKey<*>) {
            return if (key.isSubKey(this.key)) key.tryCast(this) as? E else null
        }
        @Suppress("UNCHECKED_CAST")
        return if (ContinuationInterceptor === key) this as E else null
    }

    public override fun minusKey(key: CoroutineContext.Key<*>): CoroutineContext {
        // minusPolymorphicKey specialized for ContinuationInterceptor key
        @OptIn(ExperimentalStdlibApi::class)
        if (key is AbstractCoroutineContextKey<*>) {
            return if (key.isSubKey(this.key) && key.tryCast(this) != null) EmptyCoroutineContext else this
        }
        return if (ContinuationInterceptor === key) EmptyCoroutineContext else this
    }
}
make sure interceptor is always last in the context (and thus is fast to get when present) val interceptor = removed[ContinuationInterceptor]n if (interceptor == null) CombinedContext(removed, element) else {
  val left = removed.minusKey(ContinuationInterceptor)n if (left ===
  EmptyCoroutineContext) CombinedContext(element, interceptor) else
  CombinedContext(CombinedContext(left, element), interceptor)n
}

* Returns a context containing elements from this context, but without an element with
  * the specified [key].

@Suppress("UNCHECKED_CAST")

/**
 * Returns a context containing elements from this context, but without an element with
 * the specified [key].
 */
public fun minusKey(key: Key<*>) : CoroutineContext

/**
 * Key for the elements of [CoroutineContext]. [E] is a type of element with this key.
 * * public interface Key<E : Element>n * An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.
 * * public interface Element : CoroutineContext;n * A key of this coroutine context element.
 */
public interface Key<E : Element>

/**
 * An element of the [CoroutineContext]. An element of the coroutine context is a singleton context by itself.
 */
public interface Element : CoroutineContext {
  /**
   * A key of this coroutine context element.
   */
  public val key: Key<*>

  public override operator fun <E : Element> get(key: Key<E>): E? =
  @Suppress("UNCHECKED_CAST")
    if (this.key == key) this as E else null

  public override
  fun <R> fold(initial: R, operation: (R, Element) -> R): R =

  public override
  fun minusKey(key: Key<*>): CoroutineContext =
    if (this.key == key) EmptyCoroutineContext else this

  }
}
Returns empty coroutine context if the element is associated with the given [key] in a polymorphic manner or `null` otherwise.

This method returns empty context if either [Element.key] is equal to the given [key] or if the [key] is associated with [Element.key] via [AbstractCoroutineContextKey].

See [AbstractCoroutineContextKey] for the example of usage.

*/

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 */

package kotlin.coroutines.intrinsics

import kotlin.coroutines.*
import kotlin.internal.InlineOnly

/**
 * Obtains the current continuation instance inside suspend functions and either suspends currently running coroutine or returns result immediately without suspension.
 * If the [block] returns the special [COROUTINE_SUSPENDED] value, it means that suspend function did suspend the execution and will not return any result immediately. In this case, the [Continuation] provided to the [block] shall be resumed by invoking [Continuation.resumeWith] at some moment in the future when the result becomes available to resume the computation.
 */

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return value of the [block] must have a type assignable to [T] and represents the result of this suspend function.

It means that the execution was not suspended and the [Continuation] provided to the [block] shall not be invoked.

As the result type of the [block] is declared as `Any?` and cannot be correctly type-checked, its proper return type remains on the conscience of the suspend function's author. Invocation of [Continuation.resumeWith] resumes coroutine directly in the invoker's thread without going through the [ContinuationInterceptor] that might be present in the coroutine's [CoroutineContext].

It is the invoker's responsibility to ensure that a proper invocation context is established. Note that it is not recommended to call either [Continuation.resume] nor [Continuation.resumeWithException] functions synchronously in the same stackframe where suspension function is run. Use [suspendCoroutine] as a safer way to obtain current continuation instance.

NotImplementedError("Implementation of suspendCoroutineUninterceptedOrReturn is intrinsic")

/**
 * This value is used as a return value ofsuspendCoroutineUninterceptedOrReturn `block` argument to state that the execution was suspended and will not return any result immediately.

Note: this value should not be used in general code. Using it outside of the context of suspendCoroutineUninterceptedOrReturn function return value (including, but not limited to, storing this value in other properties, returning it from other functions, etc) can lead to unspecified behavior of the code.

It is implemented as property with getter to avoid ProGuard <clinit> problem with multifile IntrinsicsKt class.

COROUTINE_SUSPENDED: Any get() = CoroutineSingletons.COROUTINE_SUSPENDED

// Using enum here ensures two important properties: 1. It makes SafeContinuation serializable with all kinds of serialization frameworks (since all of them natively support enums) 2. It improves debugging experience, since you clearly see toString() value of those objects and what package they come from

@SinceKotlin("1.3")
@PublishedApi
internal enum class CoroutineSingletons { COROUTINE_SUSPENDED, UNDECIDED, RESUMED }

*/

package kotlin.experimental

/** Performs a bitwise AND operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.and(other: Byte): Byte =
    (this.toInt() and other.toInt()).toByte()

/** Performs a bitwise OR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.or(other: Byte): Byte =
    (this.toInt() or other.toInt()).toByte()

/** Performs a bitwise XOR operation between the two values. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline infix fun Byte.xor(other: Byte): Byte =
    (this.toInt() xor other.toInt()).toByte()

/** Inverts the bits in this value. */
@SinceKotlin("1.1")
@kotlin.internal.InlineOnly
public inline fun Byte.inv(): Byte =
    (this.toInt().inv()).toByte()
`@ExperimentalTypeInference` must be accepted either by
annotating that usage with the [OptIn] annotation,
e.g. `@OptIn(ExperimentalTypeInference::class)`, or by using the compiler argument `-Xopt-in=kotlin.experimental.ExperimentalTypeInference`.

`@Experimental` must be accepted either by
* annotating that usage with the [OptIn] annotation,
e.g. `@OptIn(Experimental::class)`,
* or by using the compiler argument `-Xopt-in=kotlin.experimental.Experimental`.

/*
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 */

package kotlin.internal

/**
 * Specifies that the corresponding type should be ignored during type inference.
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class NoInfer

/**
 * Specifies that the constraint built for the type during type inference should be an equality one
 */
@Target(AnnotationTarget.TYPE)
@Retention(AnnotationRetention.BINARY)
internal annotation class Exact

/**
 * Specifies that a corresponding member has the lowest priority in overload resolution.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class LowPriorityInOverloadResolution

/**
 * Specifies that a corresponding member has the highest priority in overload resolution.
 * Effectively this means that an extension annotated with this annotation will win in overload resolution over a member with the same signature.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY)
@Retention(AnnotationRetention.BINARY)
internal annotation class HidesMembers

/**
 * The value of this type parameter should be mentioned in input types (argument types, receiver type or expected type).
 */
@Target(AnnotationTarget.TYPE_PARAMETER)
@Retention(AnnotationRetention.BINARY)
@SinceKotlin("1.2")
internal annotation class AccessibleLateinitPropertyLiteral

/**
 * Specifies that this declaration can have dynamic receiver type.
 */
@Target(AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.PROPERTY_GETTER, AnnotationTarget.PROPERTY_SETTER)
@Retention(AnnotationRetention.BINARY)
internal annotation class DynamicExtension

/**
 * Specifies that this declaration is only completely supported since the specified version.
 * The Kotlin compiler of an earlier version is going to report a diagnostic on usages of this declaration.
 * The diagnostic message can be specified with [message], or via [errorCode] (takes less space, but might not be immediately clear to the user). The diagnostic severity can be specified with [level]: WARNING/ERROR mean that either a warning or an error is going to be reported, HIDDEN means that the declaration is going to be removed from resolution completely.
 * If the actual value of [versionKind] specifies which version should be compared with the [version] value, when compiling the usage of the annotated declaration.
 * Note that prior to 1.2, only [RequireKotlinVersionKind.LANGUAGE_VERSION] was supported, so the Kotlin compiler before 1.2 is going to treat any [RequireKotlin] as if it requires the language version. Since 1.2, the Kotlin compiler supports [RequireKotlinVersionKind.LANGUAGE_VERSION], [RequireKotlinVersionKind.COMPILEER_VERSION] and [RequireKotlinVersionKind.API_VERSION].
 * If the actual value of [versionKind] is something different (e.g. a new version kind, added in future versions of Kotlin), Kotlin 1.2 is going to ignore this [RequireKotlin] altogether, where as Kotlin before 1.2 is going to treat this as a requirement on the language version.
 * This annotation is erased at compile time; its arguments are stored
 */
in a more compact form in the Kotlin metadata.

```kotlin
@Target(AnnotationTarget.CLASS,
    AnnotationTarget.FUNCTION, AnnotationTarget.PROPERTY, AnnotationTarget.CONSTRUCTOR,
    AnnotationTarget.TYPEALIAS)@Retention(AnnotationRetention.SOURCE)@Repeatable
@Deprecated("\$\$\$\$\$\$\$\$\$\n
```
* and if the callback returns `false` the new value is discarded and the property remains its old value.\n */\n
protected open fun beforeChange(property: KProperty<*>, oldValue: T, newValue: T): Boolean = true\n\n /**\n
* The callback which is called after the change of the property is made. The value of the property\n * has already
been changed when this callback is invoked.\n */\n protected open fun afterChange(property: KProperty<*>,
oldValue: T, newValue: T): Unit {}\n\n public override fun getValue(thisRef: Any?, property: KProperty<*>): T
{\n
return value\n }\n\n public override fun setValue(thisRef: Any?, property: KProperty<*>, value: T) {\n
val oldValue = this.value\n
if (!beforeChange(property, oldValue, value)) {\n
return\n
}\n
this.value = value\n
afterChange(property, oldValue, value)\n }\n}","/*\n * Copyright 2010-2018 JetBrains
s.r.o. and Kotlin Programming Language contributors.\n * Use of this source code is governed by the Apache 2.0
license that can be found in the license/LICENSE.txt file.\n */\n\npackage kotlin.random\n\nimport
kotlin.math.nextDown\n\n/**\n * An abstract class that is implemented by random number generator algorithms.\n
*\n * The companion object [Random.Default] is the default instance of [Random].\n *\n * To get a seeded instance
of random generator use [Random] function.\n *\n * @sample samples.random.Randoms.defaultRandom\n
*/\n@SinceKotlin(\"1.3\")\npublic abstract class Random {\n\n /**\n * Gets the next random [bitCount] number
of bits.\n *\n * Generates an `Int` whose lower [bitCount] bits are filled with random values and the remaining
upper bits are zero.\n *\n * @param bitCount number of bits to generate, must be in range 0..32, otherwise the
behavior is unspecified.\n */\n public abstract fun nextBits(bitCount: Int): Int\n\n /**\n * Gets the next
random `Int` from the random number generator.\n *\n * Generates an `Int` random value uniformly distributed
between `Int.MIN_VALUE` and `Int.MAX_VALUE` (inclusive).\n */\n public open fun nextInt(): Int =
nextBits(32)\n\n /**\n * Gets the next random non-negative `Int` from the random number generator less than
the specified [until] bound.\n *\n * Generates an `Int` random value uniformly distributed between `0`
(inclusive) and the specified [until] bound (exclusive).\n *\n * @param until must be positive.\n *\n *
@throws IllegalArgumentException if [until] is negative or zero.\n */\n public open fun nextInt(until: Int): Int =
nextInt(0, until)\n\n /**\n * Gets the next random `Int` from the random number generator in the specified
range.\n *\n * Generates an `Int` random value uniformly distributed between the specified [from] (inclusive)
and [until] (exclusive) bounds.\n *\n * @throws IllegalArgumentException if [from] is greater than or equal to
[until].\n */\n public open fun nextInt(from: Int, until: Int): Int {\n
checkRangeBounds(from, until)\n
val n = until - from\n
if (n > 0 || n == Int.MIN_VALUE) {\n
val rnd = if (n and -n == n) {\n
val
bitCount = fastLog2(n)\n
nextBits(bitCount)\n
} else {\n
var v: Int\n
do {\n
val bits = nextInt().ushr(1)\n
v = bits % n\n
} while (bits - v + (n - 1) < 0)\n
v\n
}\n
return from + rnd\n
} else {\n
while (true) {\n
val rnd = nextInt()\n
if
(rnd in from until until) return rnd\n
}\n
}\n }\n\n /**\n * Gets the next random `Long` from the
random number generator.\n *\n * Generates a `Long` random value uniformly distributed between
`Long.MIN_VALUE` and `Long.MAX_VALUE` (inclusive).\n */\n public open fun nextLong(): Long =
nextInt().toLong().shl(32) + nextInt()\n\n /**\n * Gets the next random non-negative `Long` from the random
number generator less than the specified [until] bound.\n *\n * Generates a `Long` random value uniformly
distributed between `0` (inclusive) and the specified [until] bound (exclusive).\n *\n * @param until must be
positive.\n *\n * @throws IllegalArgumentException if [until] is negative or zero.\n */\n public open fun
nextLong(until: Long): Long = nextLong(0, until)\n\n /**\n * Gets the next random `Long` from the random
number generator in the specified range.\n *\n * Generates a `Long` random value uniformly distributed
between the specified [from] (inclusive) and [until] (exclusive) bounds.\n *\n * @throws
IllegalArgumentException if [from] is greater than or equal to [until].\n */\n public open fun nextLong(from:
Long, until: Long): Long {\n
checkRangeBounds(from, until)\n
val n = until - from\n
if (n > 0) {\n
val rnd: Long\n
if (n and -n == n) {\n
val nLow = n.toInt()\n
val nHigh = (n ushr
32).toInt()\n
rnd = when {\n
nLow != 0 -> {\n
val bitCount = fastLog2(nLow)\n
// toUInt().toLong()\n
nextBits(bitCount).toLong() and 0xFFFF_FFFF\n
}\n
nHigh == 1 ->\n
// toUInt().toLong()\n
nextInt().toLong() and
0xFFFF_FFFF\n
else -> {\n
val bitCount = fastLog2(nHigh)\n

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nextBits(bitCount).toLong().shl(32) + nextInt()\n        |\n        |\n        } else {\n        var v:\n        Long\n        do {\n        val bits = nextLong().ushr(1)\n        v = bits % n\n        } while (bits - v + (n - 1) < 0)\n        rnd = v\n        return from + rnd\n    } else {\n        while (true) {\n            val rnd = nextLong()\n            if (rnd in from until until) return rnd\n        }\n    }\n
    /**\n     * Gets the next random [Boolean] value.\n     * *\n     * public open fun nextBoolean(): Boolean = nextBits(1) == 0\n     * **\n     * Gets the next random [Double] value distributed between 0 and 1 (exclusive).\n     * */\n    public open fun nextDouble(): Double = doubleFromParts(nextBits(26), nextBits(27))\n
    /**\n     * Fills a subrange of the specified byte array with random bytes and returns it.\n     * */\n    public open fun nextBytes(array: ByteArray, fromIndex: Int, toIndex: Int): ByteArray = nextBytes(array)\n
    /**\n     * Fills the specified byte array with random bytes and returns it.\n     * */\n    public open fun nextBytes(array: ByteArray): ByteArray = nextBytes(array, 0, array.size)\n
    /**\n     * Creates a byte array of the specified [size], filled with random bytes.\n     * */\n    public open fun nextBytes(size: Int): ByteArray = defaultRandom.nextBytes(size)
ByteArray = defaultRandom.nextBytes(array, fromIndex, toIndex)

    @Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)
    @Suppress("DEPRECATION_ERROR")

    @kotlin.jvm.JvmField

    }

    @Deprecated("Use Default companion object instead", level = DeprecationLevel.HIDDEN)
    public object Companion : Random() {
        override fun nextBits(bitCount: Int): Int = Default.nextBits(bitCount)
    }

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Int` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 */
    public fun Random(seed: Int): Random = XorWowRandom(seed, seed.shr(31))

/**
 * Returns a repeatable random number generator seeded with the given [seed] `Long` value.
 * Two generators with the same seed produce the same sequence of values within the same version of Kotlin runtime.
 */
    public fun Random(seed: Long): Random = XorWowRandom(seed.toInt(), seed.shr(32).toInt())

/**
 * Gets the next random `Int` from the random number generator in the specified [range].
 */
    public fun Random.nextInt(range: IntRange): Int = when {
        range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
        range.last < Int.MAX_VALUE -> nextInt(range.first, range.last + 1)
        range.first > Int.MIN_VALUE -> nextInt(range.first - 1, range.last) + 1
        else -> toRange(range, range)
    }

/**
 * Gets the next random `Long` from the random number generator in the specified [range].
 */
    public fun Random.nextLong(range: LongRange): Long = when {
        range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
        range.last < Long.MAX_VALUE -> nextLong(range.first, range.last + 1)
        range.first > Long.MIN_VALUE -> nextLong(range.first - 1, range.last) + 1
        else -> toRange(range, range)
    }

internal expect fun defaultPlatformRandom(): Random
internal expect fun doubleFromParts(hi26: Int, low27: Int): Double

@UseExperimental(ExperimentalStdlibApi::class)
internal fun fastLog2(value: Int): Int = 31 - value.countLeadingZeroBits()

/** Takes upper [bitCount] bits (0..32) from this number. */
internal fun Int.takeUpperBits(bitCount: Int): Int =
    this.ushr(32 - bitCount) and (-bitCount).shr(31)

internal fun checkRangeBounds(from: Int, until: Int) = require(until > from) {
    boundsErrorMessage(from, until) }

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 */

package kotlin.random

/**
 * Returns a repeatable random number generator seeded with the given [seed] `UInt` value.
 */
    public fun Random.nextUInt(): UInt = nextInt().toUInt()

/**
 * Returns a repeatable random number generator less than the specified [until] bound.
 */
    public fun Random.nextUInt(until: UInt): UInt = nextUInt(0u, until)

/**
 * Returns a repeatable random number generator in the specified range.
 */
    public fun Random.nextUInt(range: UIntRange): UInt = nextUInt(range.first, range.last + 1)
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 */

@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(from: UInt, until: UInt): UInt {
    checkUIntRangeBounds(from, until)

    val signedFrom = from.toInt() xor Int.MIN_VALUE
    val signedUntil = until.toInt() xor Int.MIN_VALUE
    val signedResult = nextInt(signedFrom, signedUntil) xor Int.MIN_VALUE
    return signedResult.toUInt()
}

/**
 * Gets the next random [UInt] value uniformly distributed in the specified [range].
 * @param range the range
 * @throws IllegalArgumentException if [from] is greater than or equal to [until]
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUInt(range: UIntRange): UInt = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < UInt.MAX_VALUE -> nextUInt(range.first, range.last + 1u)
    range.first > UInt.MIN_VALUE -> nextUInt(range.first - 1u, range.last) + 1u
    else -> nextUInt()
}

/**
 * Gets the next random [ULong] value uniformly distributed between [ULong.MIN_VALUE] and [ULong.MAX_VALUE] (inclusive).
 * @param range the range
 * @throws IllegalArgumentException if [until] is zero
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(): ULong = nextLong().toULong()

/**
 * Gets the next random [ULong] value less than the specified [until] bound.
 * @param until the upper bound
 * @throws IllegalArgumentException if [until] is zero
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(until: ULong): ULong = nextULong(0uL, until)

/**
 * Gets the next random [ULong] value uniformly distributed in the specified [range].
 * @param range the range
 * @throws IllegalArgumentException if [range] is empty
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextULong(range: ULongRange): ULong = when {
    range.isEmpty() -> throw IllegalArgumentException("Cannot get random in empty range: $range")
    range.last < ULong.MAX_VALUE -> nextULong(range.first, range.last + 1uL)
    range.first > ULong.MIN_VALUE -> nextULong(range.first - 1uL, range.last) + 1uL
    else -> nextULong()
}

/**
 * Fills the specified unsigned byte [array] with random bytes and returns it.
 * @param array the array
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray): UByteArray {
    nextBytes(array.asByteArray())
    return array
}

/**
 * Creates an unsigned byte array of the specified [size], filled with random bytes.
 * @param size the size
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(size: Int): UByteArray = nextBytes(size).asUByteArray()

/**
 * Fills a subrange of the specified [array] starting from [fromIndex] inclusive and ending to [toIndex] exclusive with random UBytes.
 * @param array the array
 * @param fromIndex the start index
 * @param toIndex the end index
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun Random.nextUBytes(array: UByteArray, fromIndex: Int = 0, toIndex: Int = array.size): UByteArray {
    nextBytes(array.asByteArray(), fromIndex, toIndex)
    return array
}

@ExperimentalUnsignedTypes
internal fun checkUIntRangeBounds(from: UInt, until: UInt) = require(until > from) { boundsErrorMessage(from, until) }
@ExperimentalUnsignedTypes
internal fun checkULongRangeBounds(from: ULong, until: ULong) = require(until > from) { boundsErrorMessage(from, until) }

@Throws(IllegalArgumentException::class)
private fun boundsErrorMessage(from: Any, until: Any): String = "Bounds $from-$until not satisfied"
package kotlin.random

/**
 * Random number generator, using Marsaglia's "xorwow" algorithm
 * Cycles after 2^192 - 2^32 repetitions. See Marsaglia, George (July 2003). "Xorshift RNGs".
 * Available at https://www.jstatsoft.org/v08/i14/paper
 * Unintialized:
 */

internal class XorWowRandom
    internal constructor(
    internal constructor(seed1: Int, seed2: Int) : Random()

    internal fun nextInt(): Int {
        var t = x
        t = t xor (t ushr 2)
        x = y
        y = z
        z = w
        val v0 = v
        w = v0
        t = (t xor (t shl 1)) xor v0 xor (v0 shl 4)
        v = t
        addend += 362437
        return t + addend
    }

    override fun nextBits(bitCount: Int): Int = nextInt().takeUpperBits(bitCount)

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

package kotlin.ranges

/**
 * Represents a range of 
 */

private open class ComparableRange<T : Comparable<T>>(
    override val start: T,
    override val endInclusive: T)

    override fun equals(other: Any?): Boolean {
        return other is ComparableRange<*> && (isEmpty() && other.isEmpty() ||
            start == other.start && endInclusive == other.endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override fun toString(): String

/**
 * Represents a closed range of floating point numbers.
 * Extends ClosedRange interface providing custom operation lessThanOrEquals for comparing values of range domain type.
 */

public interface ClosedFloatingPointRange<T : Comparable<T>> : ClosedRange<T> {
    override fun contains(value: T): Boolean
        = lessThanOrEquals(start, value) && lessThanOrEquals(value, endInclusive)
    override fun isEmpty(): Boolean = !lessThanOrEquals(start, endInclusive)

    /**
     * Compares two values of range domain type and returns true if first is less than or equal to second.
     */
    fun lessThanOrEquals(a: T, b: T): Boolean

override fun equals(other: Any?): Boolean {
        return other is ClosedDoubleRange && (isEmpty() && other.isEmpty() ||
            _start == other._start && _endInclusive == other._endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * A closed range of values of type `Double`.
 */

private class ClosedDoubleRange(
    start: Double,
    endInclusive: Double) :

override fun equals(other: Any?): Boolean {
        return other is ClosedDoubleRange && (isEmpty() && other.isEmpty() ||
            _start == other._start && _endInclusive == other._endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this [Comparable] value to the specified [that] value. This value needs to be smaller than [that] value, otherwise the returned range will be empty.
 */

@SinceKotlin("1.1")
public operator fun Double.rangeTo(that: Double): ClosedFloatingPointRange<Double> = ClosedDoubleRange(this, that)

/**
 * A closed range of values of type `Float`.
 */

private class ClosedFloatRange(
    start: Float,
    endInclusive: Float) :

override fun equals(other: Any?): Boolean {
        return other is ClosedDoubleRange && (isEmpty() && other.isEmpty() ||
            _start == other._start && _endInclusive == other._endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * start.hashCode() + endInclusive.hashCode()
    }

    override fun toString(): String = "$_start..$_endInclusive"
}
ClosedFloatingPointRange<Float> { private val _start = start private val _endInclusive = endInclusive override val start: Float get() = _start
    override val endInclusive: Float get() = _endInclusive

    override fun lessThanOrEquals(a: Float, b: Float): Boolean = a <= b

    override fun contains(value: Float): Boolean = value >= _start && value <= _endInclusive

    override fun isEmpty(): Boolean = !_start <= _endInclusive

    override fun equals(other: Any?): Boolean {
        return other is ClosedFloatRange && (isEmpty() &&
                _start == other._start && _endInclusive == other._endInclusive)
    }

    override fun hashCode(): Int {
        return if (isEmpty()) -1 else 31 * _start.hashCode() + _endInclusive.hashCode()
    }

    override fun toString(): String = "$_start..$_endInclusive"
}

/**
 * Creates a range from this Float value to the specified that value.
 * Numbers are compared with the ends of this range according to IEEE-754.
 * @sample samples.ranges.Ranges.rangeFromFloat
 */
@SinceKotlin("1.1")
public operator fun Float.rangeTo(that: Float): ClosedFloatingPointRange<Float> = ClosedFloatRange(this, that)

/**
 * Returns `true` if this iterable range contains the specified element.
 * Always returns `false` if the element is `null`.
 */
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
    element != null &&
    contains(element)

internal fun checkStepIsPositive(isPositive: Boolean, step: Number) {
    if (!isPositive)
        throw IllegalArgumentException("Step must be positive, was: $step.")
}

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 */

package kotlin.reflect

/**
 * Casts the given value to the class represented by this KClass object.
 * Throws an exception if the value is `null` or if it is not an instance of this class.
 * This is an experimental function that behaves as a similar function from kotlin.reflect.full on JVM.
 * @see [KClass.isInstance]
 * @see [KClass.safeCast]
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@LowPriorityInOverloadResolution
fun <T : Any> KClass<T>.cast(value: Any?): T {
    if (!isInstance(value)) throw ClassCastException("Value cannot be cast to $qualifiedName")
    return value as T
}

/**
 * Casts the given value to the class represented by this [KClass] object.
 * Returns `null` if the value is `null` or if it is not an instance of this class.
 * This is an experimental function that behaves as a similar function from kotlin.reflect.full on JVM.
 * @see [KClass.isInstance]
 * @see [KClass.safeCast]
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@LowPriorityInOverloadResolution
fun <T : Any> KClass<T>.safeCast(value: Any?): T? {
    return if (isInstance(value)) value else null
}

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 */

package kotlin.text

/**
 * An object to which char sequences and values can be appended.
 */
expect interface Appendable {
    /**
     * Appends the specified character [value] to this Appendable and returns this instance.
     * @param value the character to append.
     */
    fun append(value: Char): Appendable

    /**
     * Appends the specified character sequence [value] to this Appendable and returns this instance.
     * @param value the character sequence to append. If [value] is `null`, then the four characters `"null"` are appended to this Appendable.
     */
    fun append(value: CharSequence?): Appendable

    /**
     * Appends a subsequence of the specified character sequence [value] to this Appendable and returns this instance.
     * @param value the character sequence from which a subsequence is appended. If [value] is `null`, then characters are appended
     */
    fun append(value: String?, append: Appendable)
as if `value` contained the four characters `null`. * @param startIndex the beginning (inclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * @throws IndexOutOfBoundsException or IllegalArgumentException when `startIndex` or `endIndex` is out of range of the `value` character sequence indices or when `startIndex > endIndex`.
 */
    fun append(value: CharSequence?, startIndex: Int, endIndex: Int): Appendable
}

/**
 * Appends a subsequence of the specified character sequence `value` to this Appendable and returns this instance.
 * @param startIndex the beginning (inclusive) of the subsequence to append.
 * @param endIndex the end (exclusive) of the subsequence to append.
 * @throws IndexOutOfBoundsException or IllegalArgumentException when `startIndex` or `endIndex` is out of range of the `value` character sequence indices or when `startIndex > endIndex`.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
public fun <T : Appendable> T.appendRange(value: CharSequence?, startIndex: Int, endIndex: Int) { T.appendRange(value, startIndex, endIndex) as T
}

/**
 * Appends all arguments to the given Appendable.
 */
public fun <T : Appendable> T.append(vararg value: CharSequence?): T {
    for (item in value)
        append(item)
    return this
}

internal fun <T> Appendable.appendElement(element: T, transform: ((T) -> CharSequence)?) {
    when {
        transform != null -> append(transform(element))
        element is CharSequence? -> append(element)
        element is Char -> append(element)
        else ->
            append(element.toString())
    }
}

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 */

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

package kotlin.text

/**
 * Concatenates this Char and a String.
 */
@kotlin.internal.InlineOnly
public inline operator fun Char.plus(other: String): String = this.toString() + other

/**
 * Returns `true` if this character is equal to the `other` character, optionally ignoring character case.
 * @param ignoreCase `true` to ignore character case when comparing characters. By default `false`.
 * Two characters are considered the same ignoring case if at least one of the following is `true`: `true` - The two characters are the same (as compared by the == operator)
 * - Applying the method toUpperCase() to each character produces the same result
 * @param ignoreCase non-blank string, which is used as a margin delimiter. Default is `|` (pipe character).
 */
public fun Char.equals(other: Char, ignoreCase: Boolean = false): Boolean {
    if (this == other) return true
    if (!ignoreCase) return false

    if (this.toUpperCase() == other.toUpperCase()) return true
    if (this.toLowerCase() == other.toLowerCase()) return true
    return false
}

/**
 * Returns `true` if this character is a Unicode surrogate code unit.
 */
public fun Char.isSurrogate(): Boolean = this in Char.MIN_SURROGATE..Char.MAX_SURROGATE

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 */

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

package kotlin.text

/**
 * Trims leading whitespace characters followed by [marginPrefix] from every line of a source string and removes
 * the first and the last lines if they are blank (notice difference blank vs empty).
 */
public fun String.trimMargin(marginPrefix: String = "|")


getIndentFunction(newIndent), { line ->
        val firstNonWhitespaceIndex = line.indexOfFirst { !it.isWhitespace()
        line } when {
        firstNonWhitespaceIndex == -1 -> null
        line.startsWith(marginPrefix, firstNonWhitespaceIndex) ->
        line.substring(firstNonWhitespaceIndex + marginPrefix.length)
        else -> null
        }
        } in
    })

    when {
        firstNonWhitespaceIndex == -1 -> null
        line.startsWith(marginPrefix, firstNonWhitespaceIndex) ->
        line.substring(firstNonWhitespaceIndex + marginPrefix.length)
        else -> null
    }
}

/**
 * Detects a common minimal indent of all the input lines, removes it from every line
 * and also removes the first and the last line if they are blank (notice difference blank vs empty).
 */
public fun String.trimIndent(): String = replaceIndent("\n")

/**
 * Detects a common minimal indent like it does
 * [trimIndent] and replaces it with the specified [newIndent].
 */
public fun String.replaceIndent(newIndent: String = "\n") =
    lines().map { line ->
        when {
            line.isBlank() -> {
                when {
                    line.length < newIndent.length -> newIndent
                    else -> line
                }
            }
            else -> newIndent + line
        }
    }
    .joinToString("\n")

private fun String.indentWidth(): Int = indexOfFirst { !it.isWhitespace() }.let { if (it == -1) length else it }

private fun getIndentFunction(indent: String) = when {
    indent.isEmpty() -> { line: String -> line }
    else -> { line: String -> indent + line }
}

private inline fun List<String>.reindent(
    resultSizeEstimate: Int,
    indentAddFunction: (String) -> String,
    indentCutFunction: (String) -> String?
): String {
    val lastIndex = lastIndex
    return
    mapIndexedNotNull { index, value ->
        if ((index == 0 || index == lastIndex) && value.isBlank())
            null
        else
            indentCutFunction(value)?.let(indentAddFunction) ?: value
    }
    .joinTo(StringBuilder(resultSizeEstimate), "\n")
    .toString()
}

package kotlin.text

/**
 * Defines names for
 * Unicode symbols used in proper Typography.
 */
public object Typography {
    /** The character – quotation mark */
    public const val quote: Char = '\u0022'
    /** The character $ – dollar sign */
    public const val dollar: Char = '\u0024'
    /** The character & – ampersand */
    public const val amp: Char = '\u0026'
    /** The character < – less-than sign */
    public const val less: Char = '\u003C'
    /** The character > – greater-than sign */
    public const val greater: Char = '\u003E'
    /** The non-breaking space character */
    public const val nbsp: Char = '\u00A0'
    /** The character × */
    public const val times: Char = '\u00D7'
    /** The character ¢ */
    public const val cent: Char = '\u00A2'
    /** The character £ */
    public const val pound: Char = '\u00A3'
    /** The character § */
    public const val section: Char = '\u00A7'
    /** The character © */
    public const val copyright: Char = '\u00A9'
    /** The character « */
    public const val leftGuillemete: Char = '\u00AB'
    /** The character » */
    public const val rightGuillemete: Char = '\u00BB'
    /** The character » */
    public const val leftSingleQuote: Char = '\u2018'
    /** The character » */
    public const val rightSingleQuote: Char = '\u201D'
    /** The character » */
    public const val paragraph: Char = '\u201C'
    /** The character » */
    public const val lowSingleQuote: Char = '\u201A'
    /** The character » */
    public const val
```kotlin
public const val dagger: Char = '\u2020'
/** The character ‡ */
public const val doubleDagger: Char = '\u2021'
/** The character • */
public const val bullet: Char = '\u2022'
/** The character … */
public const val ellipsis: Char = '\u2026'
/** The character ′ */
public const val prime: Char = '\u2032'
/** The character ″ */
public const val doublePrime: Char = '\u2033'
/** The character € */
public const val euro: Char = '\u20AC'
/** The character ™ */
public const val tm: Char = '\u2122'
/** The character ≈ */
public const val almostEqual: Char = '\u2248'
/** The character ≠ */
public const val notEqual: Char = '\u2260'
/** The character ≤ */
public const val lessOrEqual: Char = '\u2264'
/** The character ≥ */
public const val greaterOrEqual: Char = '\u2265'
```
constructor(public val match: MatchResult) {
    @kotlin.internal.InlineOnly
    public operator inline fun
        component1(): String = match.groupValues[1]
    @kotlin.internal.InlineOnly
    public operator inline fun
        component2(): String = match.groupValues[2]
    @kotlin.internal.InlineOnly
    public operator inline fun
        component3(): String = match.groupValues[3]
    @kotlin.internal.InlineOnly
    public operator inline fun
        component4(): String = match.groupValues[4]
    @kotlin.internal.InlineOnly
    public operator inline fun
        component5(): String = match.groupValues[5]
    @kotlin.internal.InlineOnly
    public operator inline fun
        component6(): String = match.groupValues[6]
    @kotlin.internal.InlineOnly
    public operator inline fun
        component7(): String = match.groupValues[7]
    @kotlin.internal.InlineOnly
    public operator inline fun
        component8(): String = match.groupValues[8]
    @kotlin.internal.InlineOnly
    public operator inline fun
        component9(): String = match.groupValues[9]
    @kotlin.internal.InlineOnly
    public operator inline fun
        component10(): String = match.groupValues[10]

    /**
     * Returns destructured group values as a list of
     * strings.
     */
    public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)
}

/*
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 * Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.time

import kotlin.math.abs

@UseExperimental(ExperimentalTime::class)
private inline val storageUnit get() = DurationUnit.NANOSECONDS

/**
 * Represents the amount of time one instant of time is away from another
 * instant. A negative duration is possible in a situation when the second instant is earlier than the first one.
 * An infinite duration value [Duration.INFINITE] can be used to represent infinite timeouts.
 * To construct a duration use either the extension function [toDuration],
 * or the extension properties [hours], [minutes], [seconds],
 * and so on. To get the value of this duration expressed in a particular [duration units][DurationUnit] use the functions [toInt], [toDouble], and so on.
 * To get the value of this duration expressed in a particular [duration units][DurationUnit] use the functions [toInt], [toDouble], and so on.
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 * To get the value of this duration expressed in a particular [duration units][DurationUnit] use the functions [toInt], [toDouble], and so on.
 */
@SinceKotlin("1.3")
@ExperimentalTime
@Suppress("NON_PUBLIC_PRIMARY_CONSTRUCTOR_OFF_INLINE_CLASS")
public inline class Duration internal constructor(internal val value: Double) : Comparable<Duration> {
    init {
        require(_value.isNaN().not())
    }

    companion object {
        /** The duration equal to exactly 0 seconds. */
        public val ZERO: Duration = Duration(0.0)

        /** The duration whose value is positive infinity. It is
         * useful for representing timeouts that should never expire. */
        public val INFINITE: Duration = Duration(Double.POSITIVE_INFINITY)

        /** Converts the given time duration [value] expressed in the
         * specified [sourceUnit] into the specified [targetUnit]. */
        public fun convert(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double =
            convertDurationUnit(value, sourceUnit, targetUnit)

        // arithmetic operators

        /** Returns the negative of this value. */
        public operator fun unaryMinus(): Duration = Duration(-value)

        /** Returns a duration whose value is the sum of this and [other] duration values. */
        public operator fun plus(other: Duration): Duration = Duration(value + other.value)

        /** Returns a duration whose value is this duration value multiplied by the given 
         * [scale] number. */
        public operator fun times(scale: Int): Duration = Duration(value * scale)

        /** Returns a number that is the ratio of this and [other] duration values. */
        public operator fun div(other: Duration): Double = this.value / other.value

        /** Returns true, if the duration value is less than zero. */
        public fun isNegative(): Boolean = value < 0

        /** Returns true, if the duration value is greater than zero. */
        public fun isPositive(): Boolean = value > 0
    }

    // for testing

    @sample samples.text.Regexps.matchDestructuringToGroupValues
    /**
     * Returns destructured group values as a list of
     * strings.
     */
    public fun toList(): List<String> = match.groupValues.subList(1, match.groupValues.size)

    Companion
    companion object {
        /** The duration equal to exactly 0 seconds. */
        public val ZERO: Duration = Duration(0.0)

        /** The duration whose value is positive infinity. It is
         * useful for representing timeouts that should never expire. */
        public val INFINITE: Duration = Duration(Double.POSITIVE_INFINITY)

        /** Converts the given time duration [value] expressed in the
         * specified [sourceUnit] into the specified [targetUnit]. */
        public fun convert(value: Double, sourceUnit: DurationUnit, targetUnit: DurationUnit): Double =
            convertDurationUnit(value, sourceUnit, targetUnit)

        // arithmetic operators

        /** Returns the negative of this value. */
        public operator fun unaryMinus(): Duration = Duration(-value)

        /** Returns a duration whose value is the sum of this and [other] duration values. */
        public operator fun plus(other: Duration): Duration = Duration(value + other.value)

        /** Returns a duration whose value is this duration value multiplied by the given 
         * [scale] number. */
        public operator fun times(scale: Int): Duration = Duration(value * scale)

        /** Returns a number that is the ratio of this and [other] duration values. */
        public operator fun div(other: Duration): Double = this.value / other.value

        /** Returns true, if the duration value is less than zero. */
        public fun isNegative(): Boolean = value < 0

        /** Returns true, if the duration value is greater than zero. */
        public fun isPositive(): Boolean = value > 0
    }
}
public fun isInfinite(): Boolean = value.isInfinite() \n /** Returns true, if the duration value is finite. */

public fun isFinite(): Boolean = value.isFinite() \n /** Returns the absolute value of this value. The returned value is always non-negative. */

public val absoluteValue: Duration get() = if (isNegative()) -this else this \n override fun compareTo(other: Duration): Int = this.value.compareTo(other.value)

// splitting to components

/**
* Splits this duration into days, hours, minutes, seconds, and nanoseconds and executes the given [action] with these components.
* The result of [action] is returned as the result of this function.
* \n* - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;
* - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;
* - `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 24;
* - `hours` represents the whole number of hours in this duration.
* If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE], it is coerced into that range.
* \n* public inline fun <T> toComponents(action: (days: Int, hours: Int, minutes: Int, seconds: Int) -> T): T =
    action(inDays.toInt(), hoursComponent, minutesComponent, secondsComponent, nanosecondsComponent)

/**
* Splits this duration into hours, minutes, seconds, and nanoseconds and executes the given [action] with these components.
* The result of [action] is returned as the result of this function.
* \n* - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;
* - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;
* - `minutes` represents the whole number of minutes in this duration, and its absolute value is less than 24;
* - `hours` represents the whole number of hours in this duration.
* If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE], it is coerced into that range.
* \n* public inline fun <T> toComponents(action: (hours: Int, minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
    action(inHours.toInt(), minutesComponent, secondsComponent, nanosecondsComponent)

/**
* Splits this duration into minutes, seconds, and nanoseconds and executes the given [action] with these components.
* The result of [action] is returned as the result of this function.
* \n* - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;
* - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;
* - `minutes` represents the whole number of minutes in this duration.
* If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE], it is coerced into that range.
* \n* public inline fun <T> toComponents(action: (minutes: Int, seconds: Int, nanoseconds: Int) -> T): T =
    action(inMinutes.toInt(), secondsComponent, nanosecondsComponent)

/**
* Splits this duration into seconds, and nanoseconds and executes the given [action] with these components.
* The result of [action] is returned as the result of this function.
* \n* - `nanoseconds` represents the whole number of nanoseconds in this duration, and its absolute value is less than 1_000_000_000;
* - `seconds` represents the whole number of seconds in this duration, and its absolute value is less than 60;
* - `minutes` represents the whole number of minutes in this duration.
* If the value doesn't fit in [Int] range, i.e. it's greater than [Int.MAX_VALUE] or less than [Int.MIN_VALUE], it is coerced into that range.
* \n* public inline fun <T> toComponents(action: (seconds: Int, nanoseconds: Int) -> T): T =
    action(inSeconds.toLong(), nanosecondsComponent)

@PublishedApi
internal val hoursComponent: Int get() = (inHours % 24).toInt()

@PublishedApi
internal val minutesComponent: Int get() = (inMinutes % 60).toInt()

@PublishedApi
internal val secondsComponent: Int get() = (inSeconds % 60).toInt()

@PublishedApi
internal val nanosecondsComponent: Int get() = (inNanoseconds % 1e9).toInt()
fun toInt(unit: DurationUnit): Int = toDouble(unit).toInt() /** The value of this duration expressed as a [Double] number of days. */

    public val inDays: Double get() = toDouble(DurationUnit.DAYS)

    /** The value of this duration expressed as a [Double] number of hours. */
    public val inHours: Double get() = toDouble(DurationUnit.HOURS)

    /** The value of this duration expressed as a [Double] number of minutes. */
    public val inMinutes: Double get() = toDouble(DurationUnit.MINUTES)

    /** The value of this duration expressed as a [Double] number of seconds. */
    public val inSeconds: Double get() = toDouble(DurationUnit.SECONDS)

    /** The value of this duration expressed as a [Double] number of milliseconds. */
    public val inMilliseconds: Double get() = toDouble(DurationUnit.MILLISECONDS)

    /** The value of this duration expressed as a [Double] number of microseconds. */
    public val inMicroseconds: Double get() = toDouble(DurationUnit.MICROSECONDS)

    /** The value of this duration expressed as a [Double] number of nanoseconds. */
    public val inNanoseconds: Double get() = toDouble(DurationUnit.NANOSECONDS)

    // shortcuts

    /**
     * Returns the value of this duration expressed as a [Long] number of nanoseconds.
     * * If the value doesn't fit in the range of [Long] type, it is coerced into that range, see the conversion [Double.toLong] for details.
     * * The range of durations that can be expressed as a `Long` number of nanoseconds is approximately ±292 years.
     */
    public fun toLongNanoseconds(): Long = toLong(DurationUnit.NANOSECONDS)

    /**
     * Returns the value of this duration expressed as a [Long] number of milliseconds.
     * * The range of durations that can be expressed as a `Long` number of milliseconds is approximately ±292 million years.
     */
    public fun toLongMilliseconds(): Long = toLong(DurationUnit.MILLISECONDS)

    /**
     * Returns a string representation of this duration value expressed in the unit which yields the most compact and readable number value.
     * * Special cases:
     *   * zero duration is formatted as `"0s"` without unit
     *   * the infinite duration is formatted as `"Infinity"` without unit
     *   * very small durations (less than 1e-15 s) are expressed in seconds and formatted in scientific notation
     *   * very big durations (more than 1e+7 days) are expressed in days and formatted in scientific notation
     * * @return the value of duration in the automatically determined unit followed by that unit abbreviated name: `d`, `h`, `m`, `s`, `ms`, `us`, or `ns`.
     */
    override fun toString(): String = when {
        isInfinite() -> value.toString()
        value == 0.0 -> "0s"
        else -> {
            val absNs = absoluteValue.inNanoseconds
            var scientific = false
            var maxDecimals = 0
            val unit = when {
                absNs < 1e-6 -> DurationUnit.SECONDS
                absNs < 1e-3 -> DurationUnit.MILLISECONDS
                absNs < 1e-9 -> DurationUnit.MICROSECONDS
                absNs < 1e-12 -> DurationUnit.NANOSECONDS
                else -> DurationUnit.DAYS
            }
            val value = toDouble(unit)
            when {
                scientific -> formatScientific(value)
                maxDecimals > 0 -> formatUpToDecimals(value, maxDecimals)
                else -> formatToExactDecimals(value, precision(abs(value)))
            } + unit.shortName()}

    /**
     * Returns a string representation of this duration value expressed in the given [unit] and formatted with the specified [decimals] number of digits after decimal point.
     * * Special cases:
     *   * the infinite duration is formatted as `"Infinity"` without unit
     * * @return the value of duration in the specified [unit] followed by that unit abbreviated name: `d`, `h`, `m`, `s`, `ms`, `us`, or `ns`.
     */
    public fun toString(unit: DurationUnit, decimals: Int): String {
        require(decimals >= 0) { "decimals must be not negative, but was $decimals" }
        if (isInfinite()) return value.toString()
        val number = toDouble(unit)
        return when {
            abs(number) < 1e14 -> formatToExactDecimals(value, decimals.coerceAtMost(12))
            else -> formatScientific(value)
        } + unit.shortName()}

    private fun precision(value: Double): Int = when {
        value < 1 -> 3
        value < 10 -> 2
        value < 100 -> 1
        else -> 0
    }

    /**
     * Returns an ISO-8601 based string representation of this duration.
     */
    fun toIso(): String = when {
        isInfinite() -> "Infinity"
        value == 0.0 -> "0s"
        else -> {
            val absNs = absoluteValue.inNanoseconds
            var scientific = false
            var maxDecimals = 0
            val unit = when {
                absNs < 1e-6 -> DurationUnit.SECONDS
                absNs < 1e-3 -> DurationUnit.MILLISECONDS
                absNs < 1e-9 -> DurationUnit.MICROSECONDS
                absNs < 1e-12 -> DurationUnit.NANOSECONDS
                else -> DurationUnit.DAYS
            }
            val value = toDouble(unit)
            when {
                scientific -> formatScientific(value)
                maxDecimals > 0 -> formatUpToDecimals(value, maxDecimals)
                else -> formatToExactDecimals(value, precision(abs(value)))
            } + unit.shortName()}

    }
The returned value is presented in the format `PThHmMs.fS`, where `h`, `m`, `s` are the integer components of this duration (see [toComponents]) and `f` is a fractional part of second. Depending on the roundness of the value the fractional part can be formatted with either

* `0`, `3`, `6`, or `9` decimal digits.
* If the hours component absolute value of this duration is greater than `Int.MAX_VALUE`, it is replaced with `Int.MAX_VALUE`
* so the infinite duration is formatted as `"PT2147483647H"
* Negative durations are indicated with the sign `-` in the beginning of the returned string, for example, `"-PT5M30S"

* @sample samples.time.Durations.toIsoString
*
@UseExperimental(ExperimentalStdlibApi::class) public fun toISOString(): String = buildString {
    if (isNegative()) append('-')
    append("PT")
    absoluteValue.toComponents { hours, minutes, seconds, nanoseconds ->
        if (hasHours) {
            append(hours).append('H')
        }
        if (hasMinutes) {
            append(minutes).append('M')
        }
        if (hasSeconds || (!hasHours && !hasMinutes)) {
            if (nanoseconds != 0) {
                append("S")
            } else {
                append("S")
            }
        }
    }
}
** Returns a [Duration] equal to this [Int] number of minutes.

@SinceKotlin("1.3") @ExperimentalTime
public val Int.minutes get() =

toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Long] number of minutes.

@SinceKotlin("1.3") @ExperimentalTime
public val Long.minutes get() =

toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Double] number of minutes.

@SinceKotlin("1.3") @ExperimentalTime
public val Double.minutes get() =

toDuration(DurationUnit.MINUTES)

/** Returns a [Duration] equal to this [Int] number of hours.

@SinceKotlin("1.3") @ExperimentalTime
public val Int.hours get() =

toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Long] number of hours.

@SinceKotlin("1.3") @ExperimentalTime
public val Long.hours get() =

toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Double] number of hours.

@SinceKotlin("1.3") @ExperimentalTime
public val Double.hours get() =

toDuration(DurationUnit.HOURS)

/** Returns a [Duration] equal to this [Int] number of days.

@SinceKotlin("1.3") @ExperimentalTime
public val Int.days get() =

toDuration(DurationUnit.DAYS)

/** Returns a [Duration] equal to this [Long] number of days.

@SinceKotlin("1.3") @ExperimentalTime
public val Long.days get() =

toDuration(DurationUnit.DAYS)

/** Returns a duration whose value is the specified [duration] value multiplied by this number.

@SinceKotlin("1.3") @ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Int.times(duration: Duration): Duration = duration * this

/** Returns a duration whose value is the specified [duration] value multiplied by this number.

@SinceKotlin("1.3") @ExperimentalTime
@kotlin.internal.InlineOnly
public inline operator fun Double.times(duration: Duration): Duration = duration * this

internal expect fun formatToExactDecimals(value: Double, decimals: Int): String
internal expect fun formatUpToDecimals(value: Double, decimals: Int): String
internal expect fun formatScientific(value: Double): String

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

package kotlin.time

/**
 * The list of possible time measurement units, in which a duration can be expressed.
 * The smallest time unit is [NANOSECONDS] and the largest is [DAYS], which corresponds to exactly 24
 * Time unit representing one nanosecond, which is 1/1000 of a microsecond.
 * Time unit representing one microsecond, which is 1/1000 of a millisecond.
 * Time unit representing one millisecond, which is 1/1000 of a second.
 * Time unit representing one second.
 * Time unit representing one minute.
 * Time unit representing one hour.
 * Time unit representing one day.

DAYS:*

Converts the given time duration [value] expressed in the specified [sourceUnit] into the specified
[targetUnit].

Double, sourceUnit: DurationUnit, targetUnit: DurationUnit):

String = when (this) {
  DurationUnit.NANOSECONDS -> "ns"
  DurationUnit.MICROSECONDS -> "\u00b5s"
  DurationUnit.MILLISECONDS -> "\u00b5s"
  DurationUnit.SECONDS -> "s"
  DurationUnit.MINUTES -> "m"
  DurationUnit.HOURS -> "h"
  DurationUnit.DAYS -> "d"
}

*" * *"n * This annotation marks the experimental preview of the standard
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library API for measuring time and working with durations.

* Note that this API is in a preview state and has a very high chance of being changed in the future.

* Do not use it if you develop a library since your library will become binary incompatible with the future versions of the standard library.

* Any usage of a declaration annotated with `@ExperimentalTime` must be accepted either by annotating that usage with the [OptIn] annotation, e.g. `@OptIn(ExperimentalTime::class)`, or by using the compiler argument `-Xopt-in=kotlin.time.ExperimentalTime`.

* Note that this API is in a preview state and has a very high chance of being changed in the future.

* Do not use it if you develop a library since your library will become binary incompatible with the future versions of the standard library.

*/
@Suppress("DEPRECATION")
@Experimental(level = Experimental.Level.ERROR)
@RequiresOptIn(level = RequiresOptIn.Level.ERROR)
@MustBeDocumented
@Retention(AnnotationRetention.BINARY)
@Target(

CLASS, ANNOTATION_CLASS, PROPERTY, FIELD, LOCAL_VARIABLE,

VALUE_PARAMETER, CONSTRUCTOR, FUNCTION, PROPERTY_SETTER,

PROPERTIES
)
public annotation class ExperimentalTime

/**
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 * Use of this source code is governed by the Apache 2.0 license that can be found in the license/LICENSE.txt file.
 */

package kotlin.time

/**
 * A source of time for measuring time intervals.
 */
@SinceKotlin("1.3")
@ExperimentalTime
public interface TimeSource {
    /**
     * Marks a point in time on this time source.
     *
     * The returned [TimeMark] instance encapsulates the captured time point and
     * allows querying the duration of time interval [elapsed][TimeMark.elapsedNow] from that point.
     */
    public fun markNow(): TimeMark

    /**
     * Returns a time mark on the same time source that is ahead of this time mark by the specified [duration].
     *
     * The returned time mark is more _late_ when the [duration] is positive, and more _early_ when the [duration] is negative.
     */
    public operator fun plus(duration: Duration): TimeMark = AdjustedTimeMark(this, duration)

    /**
     * Returns a time mark on the same time source that is behind this time mark by the specified [duration].
     *
     * The returned time mark is more _early_ when the [duration] is positive, and more _late_ when the [duration] is negative.
     */
    public operator fun minus(duration: Duration): TimeMark = AdjustedTimeMark(this, -duration)

    /**
     * Returns true if this time mark has passed according to the time source from which this mark was taken.
     */
    public fun hasPassedNow(): Boolean

    /**
     * Returns false if this time mark has not passed according to the time source from which this mark was taken.
     */
    public fun hasNotPassedNow(): Boolean
}

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated(
    "Subtracting one TimeMark from another is not a well defined operation because these time marks
    could have been obtained from the different time sources.",
    level = DeprecationLevel.ERROR
)
public inline operator fun TimeMark.minus(other: TimeMark): Duration = throw Error("Operation is
disallowed.")

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated(
    "Subtracting one TimeMark from another is not a well defined operation because these time marks
    could have been obtained from the different time sources.",
    level = DeprecationLevel.ERROR
)
public inline operator fun TimeMark.minus(other: TimeMark): Duration = throw Error("Operation is
disallowed.")

@ExperimentalTime
@SinceKotlin("1.3")
@kotlin.internal.InlineOnly
@Deprecated(
    "Subtracting one TimeMark from another is not a well defined operation because these time marks
    could have been obtained from the different time sources.",
    level = DeprecationLevel.ERROR
)
public inline operator fun TimeMark.minus(other: TimeMark): Duration = throw Error("Operation is
disallowed.")
Comparing one TimeMark to another is not a well defined operation because these time marks could have been obtained from the different time sources.

```
public inline operator fun TimeMark.compareTo(other: TimeMark): Int = throw Error("Operation is disallowed.")

@ExperimentalTime
private class AdjustedTimeMark(val mark: TimeMark, val adjustment: Duration) : TimeMark() {
    override fun elapsedNow(): Duration = mark.elapsedNow() - adjustment

    override fun plus(duration: Duration): TimeMark = AdjustedTimeMark(mark, adjustment + duration)
}

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeSource interface instead.", ReplaceWith("TimeSource", "kotlin.time.TimeSource"))
public typealias Clock = TimeSource

@SinceKotlin("1.3")
@ExperimentalTime
@Deprecated("Use TimeMark class instead.", ReplaceWith("TimeMark", "kotlin.time.TimeMark"))
public typealias ClockMark = TimeMark
```
& newReading < 0) overflow(duration)\n  if (newReading > Long.MAX_VALUE || newReading < Long.MIN_VALUE) overflow(duration)\n  private fun overflow(duration: Duration)\n  throw IllegalStateException("TestTimeSource will overflow if its reading $reading ns is advanced by $duration.")\n\n/**
 * Returns a hash code value for the object or zero if the object
 * is `null`.
 * @see Any.hashCode
 */
@SinceKotlin("1.3")
@InlineOnly
public inline fun Any?.hashCode(): Int = this?.hashCode() ?: 0
not greater than 255 (\(\text{MAX\_COMPONENT\_VALUE}\)).

* * *

\@constructor Creates a version from [major] and [minor] components, leaving [patch] component zero.

\* * *

\@constructor Creates a version from all three components.

*/

/**
 * Creates a version from [major] and [minor] components, leaving [patch] component zero.
 */

\* * *

\public constructor(major: Int, minor: Int) : this(major, minor, 0)

\* * *

\private fun versionOf(major: Int, minor: Int, patch: Int): Int {

\require(major in 0..\text{MAX\_COMPONENT\_VALUE} && minor in 0..\text{MAX\_COMPONENT\_VALUE} && patch in 0..\text{MAX\_COMPONENT\_VALUE})

\* * *

\return major.shl(16) + minor.shl(8) + patch

\*/

/**
 * Returns the string representation of this version
 */

\* * *

\override fun toString(): String = "$major.$minor.$patch"

\* * *

\override fun equals(other: Any?): Boolean {

\if (this === other) return true

\val otherVersion = (other as? KotlinVersion) ?: return false

\return this.version == otherVersion.version

\*/

\* * *

\override fun hashCode(): Int = version

\* * *

\override fun compareTo(other: KotlinVersion): Int = version - other.version

\* * *

\public fun isAtLeast(major: Int, minor: Int): Boolean = // this.version >= versionOf(major, minor, 0)

\* * *

\this.major > major || (this.major == major &&

\this.minor >= minor)

\* * *

\public fun isAtLeast(major: Int, minor: Int, patch: Int): Boolean = // this.version >= versionOf(major, minor, patch)

\this.major > major || (this.major == major &&

\this.minor > minor || this.minor == minor

\&&

\this.patch >= patch)

\*/

\* * *

\companion object {

\* *

\public const val \text{MAX\_COMPONENT\_VALUE} = 255

\* *

\public val \text{CURRENT}: KotlinVersion = KotlinVersion(1, 3, 72) // value is written here automatically during build

\*/

\* *

\@kotlin.jvm.JvmField

\public val \text{CURRENT}: KotlinVersion = KotlinVersion(1, 3, 72) // value is written here automatically during build

\*/

\* *

@file:kotlin.jvm.JvmName("LateinitKt")

@file:Suppress("unused")

package kotlin

import kotlin.internal.InlineOnly

import kotlin.reflect.KProperty0

/**
 * Returns `true` if this lateinit property has been assigned a value, and `false` otherwise.
 * Cannot be used in an inline function, to avoid binary compatibility issues.
 */

\@SinceKotlin("1.2")

@InlineOnly

public inline val \receiver:AccessibleLateinitPropertyLiteral

\KProperty0<*>.isInitialized: Boolean

get() = throw NotImplementedError("Implementation is intrinsic")

*/

/**
 * Creates a new instance of the [Lazy] that is already initialized with the specified [value].
 */

\public fun lazyOf(value: T): Lazy<T> = InitializedLazyImpl(value)

/**
 * Specifies how a [Lazy] instance synchronizes initialization among multiple threads.
 */

\public enum class LazyThreadSafetyMode {

\* *

\SYNCHRONIZED,

\* *

\UNSYCHRONIZED,

\*/

\* *

\Initializer
function can be called several times on concurrent access to uninitialized [Lazy] instance value. but only the first returned value will be used as the value of [Lazy] instance. No locks are used to synchronize an access to the [Lazy] instance value; if the instance is accessed from multiple threads, its behavior is undefined. * This mode should not be used unless the [Lazy] instance is guaranteed never to be initialized from more than one thread. *

In UNINITIALIZED_VALUE field is internal to be called from lazy in JS internal class UnsafeLazyImpl out T>(initializer: () -> T): Lazy<T>, Serializable { lazy_val: Any? = UNINITIALIZED_VALUE override val: T isLazy: Boolean @Suppress("UNCHECKED_CAST") return _value as T } override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE override fun toString(): String = value.toString() else \"Lazy value not initialized yet.\"

internal class UnsafeLazyImpl<out T>(initializer: () -> T) : Lazy<T>, Serializable {
    private var initializer: (() -> T)? = initializer
    private var _value: Any? = UNINITIALIZED_VALUE

    override val value: T
        get() {
            if (_value === UNINITIALIZED_VALUE) {
                _value = initializer!!()
                initializer = null
            }

            return @Suppress("UNCHECKED_CAST")
            _value as T
        }

    override fun isInitialized(): Boolean = _value !== UNINITIALIZED_VALUE

    override fun toString(): String = if (isInitialized()) value.toString() else \"Lazy value not initialized yet.\"

    private fun writeReplace(): Any = InitializedLazyImpl(value)
}

internal class InitializedLazyImpl<out T>(override val value: T) : Lazy<T>, Serializable {

    override fun isInitialized(): Boolean = true

    override fun toString(): String = value.toString()

}

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Int.countOneBits(): Int

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Int.countLeadingZeroBits(): Int

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Int.countTrailingZeroBits(): Int

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number.
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Int.takeHighestOneBit(): Int

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number.
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Int.takeLowestOneBit(): Int

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
 * \`number.rotateLeft(-n) == number.rotateRight(n)\`
 * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally:
 * \`number.rotateLeft(n) == number.rotateLeft(n % 32)\`
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Int.rotateLeft(bitCount: Int): Int

/**
 * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * \`number.rotateRight(-n) == number.rotateLeft(n)\`
 * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally:
 * \`number.rotateRight(n) == number.rotateRight(n % 32)\`
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Int.rotateRight(bitCount: Int): Int

/**
 * Counts the number of set bits in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Long.countOneBits(): Int

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Long.countLeadingZeroBits(): Int

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Long.countTrailingZeroBits(): Int

/*
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 */

@file:kotlin.jvm.JvmMultifileClass
@file:kotlin.jvm.JvmName("NumbersKt")
package kotlin

/**
 * Counts the number of set bits in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Int.countOneBits(): Int

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Int.countLeadingZeroBits(): Int

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Int] number.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Int.countTrailingZeroBits(): Int

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Int] number.
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Int.takeHighestOneBit(): Int

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Int] number.
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Int.takeLowestOneBit(): Int

/**
 * Rotates the binary representation of this [Int] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
 * \`number.rotateLeft(-n) == number.rotateRight(n)\`
 * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally:
 * \`number.rotateLeft(n) == number.rotateLeft(n % 32)\`
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Int.rotateLeft(bitCount: Int): Int

/**
 * Rotates the binary representation of this [Int] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * \`number.rotateRight(-n) == number.rotateLeft(n)\`
 * Rotating by a multiple of [Int.SIZE_BITS] (32) returns the same number, or more generally:
 * \`number.rotateRight(n) == number.rotateRight(n % 32)\`
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Int.rotateRight(bitCount: Int): Int

/**
 * Counts the number of set bits in the binary representation of this [Long] number.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Long.countOneBits(): Int

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Long] number.
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Long.countLeadingZeroBits(): Int

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Long] number.
 * or zero, if this number is zero.
 */
@SinceKotlin("1.3") @ExperimentalStdlibApi
public expect fun Long.countTrailingZeroBits(): Int

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significant set bit of this [Long] number, \* or zero, if this number is zero.

*An@SinceKotlin("1.3")* @ExperimentalStdlibApi *public* expect fun Long.takeHighestOneBit(): Long

* Returns a number having a single bit set in the position of the least significant set bit of this [Long] number, \* or zero, if this number is zero.

*An@SinceKotlin("1.3")* @ExperimentalStdlibApi *public* expect fun Long.takeLowestOneBit(): Long

* Rotates the binary representation of this [Long] number left by the specified [bitCount] number of bits.

* The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.

* in * Rotating the number right by a negative bit count is the same as rotating it right by the negated bit count:

* number.rotateLeft(-n) == number.rotateRight(n)

* Rotating by a multiple of [Long.SIZE_BITS] (64) returns the same number, or more generally:

* number.rotateLeft(n % 64)* in * @ExperimentalStdlibApi *public* expect fun Long.rotateLeft(bitCount: Int): Long

* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.

*An@SinceKotlin("1.3")* @ExperimentalStdlibApi *@kotlin.internal.InlineOnly* *public* inline fun Byte.countOneBits(): Int = (toInt() and 0xFF).countOneBits()

* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.

*An@SinceKotlin("1.3")* @ExperimentalStdlibApi *@kotlin.internal.InlineOnly* *public* inline fun Byte.countLeadingZeroBits(): Int = (toInt() and 0xFF).countLeadingZeroBits() - (Int.SIZE_BITS - Byte.SIZE_BITS)

* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.

*An@SinceKotlin("1.3")* @ExperimentalStdlibApi *@kotlin.internal.InlineOnly* *public* inline fun Byte.countTrailingZeroBits(): Int = (toInt() or 0xFF).countTrailingZeroBits() - Byte.SIZE_BITS

* Counts the number of consecutive least significant bits that are zero in the binary representation of this [Byte] number.

*An@SinceKotlin("1.3")* @ExperimentalStdlibApi *@kotlin.internal.InlineOnly* *public* inline fun Byte.rotateLeft(bitCount: Int): Byte =

(toInt().shl(bitCount and 7) or (toInt() and 0xFF).ushr(8 - (bitCount and 7))).toByte()

* Counts the number of consecutive most significant bits that are zero in the binary representation of this [Byte] number.

*An@SinceKotlin("1.3")* @ExperimentalStdlibApi *@kotlin.internal.InlineOnly* *public* inline fun Byte.rotateRight(bitCount: Int): Byte =

(toInt().shl(8 - (bitCount and 7)) or (toInt() and 0xFF).ushr(bitCount and 7)).toByte()
Short.countOneBits(): Int = (toInt() and 0xFFFF).countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [Short] number.

 * @since Kotlin("1.3")
 * @ExperimentalStdlibApi
 * @public inline fun Short.countLeadingZeroBits(): Int =
    (toInt() and 0xFFFF).countLeadingZeroBits() - (Int.SIZE_BITS - Short.SIZE_BITS)

 /**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [Short] number.

 * @since Kotlin("1.3")
 * @ExperimentalStdlibApi
 * @kotlin.internal.InlineOnly
 * public inline fun Short.countTrailingZeroBits(): Int =
    (toInt() or 0x10000).countTrailingZeroBits()

 /**
 * Returns a number having a single bit set in the position of the most significant set bit of this [Short] number.

 * @since Kotlin("1.3")
 * @ExperimentalStdlibApi
 * @kotlin.internal.InlineOnly
 * public inline fun Short.takeHighestOneBit(): Short = (toInt() and 0xFFFF).takeHighestOneBit().toShort()

 /**
 * Returns a number having a single bit set in the position of the least significant set bit of this [Short] number.

 * @since Kotlin("1.3")
 * @ExperimentalStdlibApi
 * @kotlin.internal.InlineOnly
 * public inline fun Short.takeLowestOneBit(): Short = toInt().takeLowestOneBit().toShort()

 /**
 * Rotates the binary representation of this [Short] number left by the specified [bitCount] number of bits.

 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:

 * `number.rotateLeft(-n) == number.rotateRight(n)`

 * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:

 * `number.rotateLeft(n) == number.rotateLeft(n % 16)`

 * `number.rotateRight(n) == number.rotateRight(n % 16)`

 * `number.rotateLeft(n) == number.rotateLeft(n % 16)`

 * `number.rotateRight(n) == number.rotateRight(n % 16)`

 * @since Kotlin("1.3")
 * @ExperimentalStdlibApi
 * public fun Short.rotateLeft(bitCount: Int): Short =
    (toInt().shl(bitCount and 15) or (toInt() and 0xFFFF).ushr(16 - (bitCount and 15))).toShort()

 /**
 * Rotates the binary representation of this [Short] number right by the specified [bitCount] number of bits.

 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:

 * `number.rotateRight(-n) == number.rotateLeft(n)`

 * Rotating by a multiple of [Short.SIZE_BITS] (16) returns the same number, or more generally:

 * `number.rotateRight(n) == number.rotateRight(n % 16)`

 * @since Kotlin("1.3")
 * @ExperimentalStdlibApi
 * public fun Short.rotateRight(bitCount: Int): Short =
    (toInt().shl(16 - (bitCount and 15)) or (toInt() and 0xFFFF).ushr(bitCount and 15)).toShort()

 @file:kotlin.jvm.JvmName("TuplesKt")

 package kotlin

 /**
 * Represents a generic pair of two values.

 * There is no meaning attached to values in this class, it can be used for any purpose.

 * Pair exhibits value semantics, i.e. two pairs are equal if both components are equal.

 * An example of decomposing it into values:

 * @sample samples.misc.Tuples.pairDestructuring

 * This can be useful for creating [Map] literals with less noise, for example:

 * @sample sample.collections.Maps.Instantiation.mapFromPairs

 * This is useful for creating [Map] literals with less noise, for example:

 * @sample samples.collections.Maps.Instantiation.mapFromPairs

 @PublicInfixFun

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samples.misc.Tuples.pairToList/*public fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)*/

public fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)

/**
 * Represents a triad of values
 *
 * There is no meaning attached to values in this class, it can be used for any purpose.
 * Triple exhibits value semantics, i.e. two triples are equal if all three components are equal.
 * An example of decomposing it into values:
 */
public fun <T> Pair<T, T>.toList(): List<T> = listOf(first, second)

/**
 * A range of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class UIntRange(start: UInt, endInclusive: UInt) : UIntProgression(start, endInclusive, 1), ClosedRange<UInt> {

    override fun contains(value: UInt): Boolean = first <= value && value <= last;

    override fun isEmpty(): Boolean = first > last;

    override fun equals(other: Any?): Boolean =
        other is UIntRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last);

    override fun toString(): String = "$first..$last"

    companion object {
        /**
         * Creates UIntRange within the specified bounds of a closed range.
         * In order to go backwards the [step] must be negative.
         * An iterator over a progression of values of type `UInt`.
         */
        public fun fromClosedRange(rangeStart: UInt, rangeEnd: UInt, step: Int): UIntProgression = UIntProgression(rangeStart, rangeEnd, step)
    }
}

/**
 * An iterator over a progression of values of type `UInt`.
 * @property step the number by which the value is incremented on each step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
private class UIntProgressionIterator(first: UInt, last: UInt, step: Int) : UIntIterator() {

    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toUInt() // use 2-complement math for negative steps

    override fun hasNext(): Boolean = hasNext

    override fun nextUInt(): UInt {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

/**
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 * license/LICENSE.txt file.
 */

// Auto-generated file. DO NOT EDIT!

package kotlin.ranges

import kotlin.internal.*

/**
 * A range of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class UIntProgression
internal constructor(
    start: UInt,
    endInclusive: UInt,
    step: Int
) : Iterable<UInt> {
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*/

// Auto-generated file. DO NOT EDIT!

package kotlin.collections

/** An iterator over a sequence of values of type `UByte`.
 * @property step the number by which the value is incremented on each step.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UByteIterator : Iterator<UByte>
{
    override final fun next() = nextUByte()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUByte(): UByte
}

/** An iterator over a sequence of values of type `UShort`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UShortIterator : Iterator<UShort>
{
    override final fun next() = nextUShort()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUShort(): UShort
}

/** An iterator over a sequence of values of type `UInt`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class UIntIterator : Iterator<UInt>
{
    override final fun next() = nextUInt()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextUInt(): UInt
}

/** An iterator over a sequence of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public abstract class ULongIterator : Iterator<ULong>
{
    override final fun next() = nextULong()

    /** Returns the next value in the sequence without boxing. */
    public abstract fun nextULong(): ULong
}

/** A range of values of type `ULong`.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public class ULongRange(start: ULong, endInclusive: ULong) : ULongProgression(start, endInclusive, 1), ClosedRange<ULong>
{
    override val start: ULong get() = first
    override val endInclusive: ULong get() = last

    override fun contains(value: ULong): Boolean = first <= value && value <= last

    override fun isEmpty(): Boolean = first > last

    override fun equals(other: Any?): Boolean =
        other is ULongRange && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt()) + (step xor (step ushr 32)).toInt())

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /**
         * Creates ULongProgression within the specified bounds of a closed range.
         * In order to go backwards the step must be negative.
         */
        public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, step: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, step)
    }
}

/** An empty range of values of type ULong.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
internal class ULongProgression internal constructor(
    start: ULong,
    endInclusive: ULong,
    step: Long
) : Iterable<ULong> {
    init {
        if (step == 0) throw kotlin.IllegalArgumentException("Step must be non-zero.")
        if (step == Long.MAX_VALUE) throw kotlin.IllegalArgumentException("Step must be greater than Long.MAX_VALUE to avoid overflow on negation.")
    }

    /**
     * The first element in the progression.
     */
    public val first: ULong = start

    /**
     * The last element in the progression.
     */
    public val last: ULong = getProgressionLastElement(start, endInclusive, step)

    /**
     * The step of the progression.
     */
    public val step: Long = step

    override fun iterator(): ULongIterator = ULongProgressionIterator(first, step, last)

    /** Checks if the progression is empty.
     */
    public open fun isEmpty(): Boolean = if (step > 0) first > last else first < last

    override fun equals(other: Any?): Boolean =
        other is ULongProgression && (isEmpty() && other.isEmpty() ||
                first == other.first && last == other.last && step == other.step)

    override fun hashCode(): Int =
        if (isEmpty()) -1 else (31 * (31 * (first xor (first shr 32)).toInt() + (last xor (last shr 32)).toInt()) + (step xor (step ushr 32)).toInt())

    override fun toString(): String = if (step > 0) "$first..$last step $step" else "$first downTo $last step ${-step}"

    companion object {
        /**
         * Creates ULongProgression within the specified bounds of a closed range.
         * The progression starts with the [rangeStart] value and goes toward the [rangeEnd] value not excluding it, with the specified [step].
         */
        public fun fromClosedRange(rangeStart: ULong, rangeEnd: ULong, rangeStep: Long): ULongProgression = ULongProgression(rangeStart, rangeEnd, rangeStep)
    }
}

open class
class ULongProgressionIterator(first: ULong, last: ULong, step: Long) : ULongIterator() {

    private val finalElement = last
    private var hasNext: Boolean = if (step > 0) first <= last else first >= last
    private val step = step.toULong() // use 2-complement math for negative steps
    private var next = if (hasNext) first else
        finalElement

    override fun hasNext(): Boolean = hasNext

    override fun nextULong(): ULong {
        val value = next
        if (value == finalElement) {
            if (!hasNext) throw kotlin.NoSuchElementException()
            hasNext = false
        } else {
            next += step
        }
        return value
    }
}

@file:kotlin.jvm.JvmName("UNumbersKt")
package kotlin

/**
 * Counts the number of set bits in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countOneBits(): Int = toInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countLeadingZeroBits(): Int = toInt().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.countTrailingZeroBits(): Int = toInt().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.takeHighestOneBit(): UInt = toInt().takeHighestOneBit().toUInt()

/**
 * Rotates the binary representation of this [UInt] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count.
 * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateLeft(bitCount: Int): UInt = toInt().rotateLeft(bitCount).toUInt()

/**
 * Rotates the binary representation of this [UInt] number right by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count.
 * Returns a number having a single bit set in the position of the least significant set bit of this [UInt] number.
 */
@SinceKotlin("1.3")
@ExperimentalStdlibApi
@ExperimentalUnsignedTypes
@kotlin.internal.InlineOnly
public inline fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt()


public inline fun UInt.rotateRight(bitCount: Int): UInt = toInt().rotateRight(bitCount).toUInt()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [ULong] number.
 */
public inline fun ULong.countOneBits(): Int = toLong().countOneBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.
 */
public inline fun ULong.countLeadingZeroBits(): Int = toLong().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [ULong] number.
 * Returns a number having a single bit set in the position of the most significant set bit of this [ULong] number, ln * or zero, if this number is zero.
 */
public inline fun ULong.countTrailingZeroBits(): Int = toLong().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number, ln * or zero, if this number is zero.
 */
public inline fun ULong.takeHighestOneBit(): ULong = toLong().takeHighestOneBit().toULong()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [ULong] number,
 * or zero, if this number is zero.
 */
public inline fun ULong.takeLowestOneBit(): ULong = toLong().takeLowestOneBit().toULong()

/**
 * Rotates the binary representation of this [ULong] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 */
public inline fun ULong.rotateLeft(bitCount: Int): ULong = toLong().rotateLeft(bitCount).toULong()

/**
 * Rotates the binary representation of this [ULong] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 */
public inline fun ULong.rotateRight(bitCount: Int): ULong = toLong().rotateRight(bitCount).toULong()

/**
 * Counts the number of set bits in the binary representation of this [UByte] number.
 */
public inline fun UByte.countOneBits(): Int = toUInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UByte] number.
 */
public inline fun UByte.countLeadingZeroBits(): Int = toByte().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UByte] number.
 * Returns a number having a single bit set in the position of the most significant set bit of this [UByte] number, ln * or zero, if this number is zero.
 */
public inline fun UByte.countTrailingZeroBits(): Int = toByte().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UByte] number, ln * or zero, if this number is zero.
 */
public inline fun UByte.takeHighestOneBit(): UByte = toInt().takeHighestOneBit().toUByte()

/**
 * Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits.
 */
public inline fun UByte.rotateLeft(bitCount: Int): UByte = toInt().rotateLeft(bitCount).toUByte()
```kotlin
public inline fun UByte.takeLowestOneBit(): UByte = toInt().takeLowestOneBit().toUByte()

/**
 * Rotates the binary representation of this [UByte] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
 * \`number.rotateLeft(-n) == number.rotateRight(n)`
 */
public inline fun UByte.rotateLeft(bitCount: Int): UByte = toByte().rotateLeft(bitCount).toUByte()

/**
 * Rotates the binary representation of this [UByte] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * \`number.rotateRight(-n) == number.rotateLeft(n)`
 */
public inline fun UByte.rotateRight(bitCount: Int): UByte = toByte().rotateRight(bitCount).toUByte()

/**
 * Counts the number of set bits in the binary representation of this [UShort] number.
 */
public inline fun UShort.countOneBits(): Int = toUInt().countOneBits()

/**
 * Counts the number of consecutive most significant bits that are zero in the binary representation of this [UShort] number.
 */
public inline fun UShort.countLeadingZeroBits(): Int = toShort().countLeadingZeroBits()

/**
 * Counts the number of consecutive least significant bits that are zero in the binary representation of this [UShort] number.
 */
public inline fun UShort.countTrailingZeroBits(): Int = toShort().countTrailingZeroBits()

/**
 * Returns a number having a single bit set in the position of the most significant set bit of this [UShort] number.
 */
public inline fun UShort.takeHighestOneBit(): UShort = toInt().takeHighestOneBit().toUShort()

/**
 * Returns a number having a single bit set in the position of the least significant set bit of this [UShort] number.
 */
public inline fun UShort.takeLowestOneBit(): UShort = toInt().takeLowestOneBit().toUShort()

/**
 * Rotates the binary representation of this [UShort] number left by the specified [bitCount] number of bits.
 * The most significant bits pushed out from the left side reenter the number as the least significant bits on the right side.
 * Rotating the number left by a negative bit count is the same as rotating it right by the negated bit count:
 * \`number.rotateLeft(-n) == number.rotateRight(n)`
 */
public inline fun UShort.rotateLeft(bitCount: Int): UShort = toShort().rotateLeft(bitCount).toUShort()

/**
 * Rotates the binary representation of this [UShort] number right by the specified [bitCount] number of bits.
 * The least significant bits pushed out from the right side reenter the number as the most significant bits on the left side.
 * Rotating the number right by a negative bit count is the same as rotating it left by the negated bit count:
 * \`number.rotateRight(-n) == number.rotateLeft(n)`
 */
public inline fun UShort.rotateRight(bitCount: Int): UShort = toShort().rotateRight(bitCount).toUShort()
```

---

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```kotlin
private fun differenceModulo(a: UInt, b: UInt, c: UInt): UInt {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

private fun differenceModulo(a: ULong, b: ULong, c: ULong): ULong {
    val ac = a % c
    val bc = b % c
    return if (ac >= bc) ac - bc else ac - bc + c
}

/**
 * Calculates the final element of a bounded arithmetic progression, i.e. the last element of the progression which is in the range \(n\) from \[start\] to \[end\] in case of a positive \[step\], or from \[end\] to \[start\] in case of a negative \(n\) * \[step\]. \(n\) * No validation on passed parameters is performed. The given parameters should satisfy the condition: \(n\) * \(n\) * either \`step > 0\` and \[start\] <= \[end\], \(n\) * or \`step < 0\` and \[start\] >= \[end\]. \(n\) * @param start first element of the progression\(n\) * @param end ending bound for the progression\(n\) * @param step increment, or difference of successive elements in the progression\(n\) * @return the final element of the progression\(n\) * @suppress

```
number conversion.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByte(radix: Int): UByte = toUByteOrNull(radix) ?: numberFormatError(this)


/**
 * Parses the string as a [UShort] number and returns the result
 * or null if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShort(radix: Int): UShort = toUShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [UInt] number and returns the result
 * or null if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUInt(radix: Int): UInt = toUIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [ULong] number and returns the result
 * or null if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULong(radix: Int): ULong = toULongOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [UByte] number and returns the result
 * or null if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUByteOrNull(radix: Int): UByte? = toUByteOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [UShort] number and returns the result
 * or null if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUShortOrNull(radix: Int): UShort? = toUShortOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as an [UInt] number and returns the result
 * or null if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toUIntOrNull(radix: Int): UInt? = toUIntOrNull(radix) ?: numberFormatError(this)

/**
 * Parses the string as a [ULong] number and returns the result
 * or null if the string is not a valid representation of a number.
 */
@SinceKotlin("1.3")
@ExperimentalUnsignedTypes
public fun String.toULongOrNull(radix: Int): ULong? = toULongOrNull(radix) ?: numberFormatError(this)
limitBeforeMul = limit / uradix

if (result > limitBeforeMul) {
    return null
}

result *= uradix

else {
    return null
}

result += digit.toUInt()

if (result < beforeAdding) return null // overflow has happened

result += digit.toUInt()

if (result < beforeAdding) return null // overflow has happened

result += digit.toUInt()

if (result < beforeAdding) return null // overflow has happened

result += digit.toUInt()

if (result < beforeAdding) return null // overflow has happened

result += digit.toUInt()
Functions

- `acos(x)`: Computes the arc cosine of the value [x]; the returned value is an angle in the range from `-PI` to `PI` radians.
- `asin(x)`: Computes the arc sine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
- `atan(x)`: Computes the arc tangent of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
- `atan2(y, x)`: Computes the inverse hyperbolic sine of the value [x]; the returned value is `y` such that `sinh(y) = x`.
- `hypot(x, y)`: Computes the hypotenuse of the two arguments, `sqrt(x^2 + y^2)` without intermediate overflow or underflow.
- `atan(NaN)`: is `NaN`
- `atan2(NaN, x)` and `atan2(y, NaN)` is `NaN`
- `acos(NaN)`: is `NaN`
- `acos(+Inf|1.0)` is `-Inf`
- `acos(x)` is `NaN` when `abs(x) > 1` or `x` is `NaN`
- `acos(0)` is `+Inf`
- `acos(-0)` is `-Inf`
- `acos(+Inf)` is `+Inf`
- `acos(-Inf)` is `-Inf`
- `acos(1)` is `0`
- `acos(-1)` is `-0.0`
- `acos(0)` is `+Inf`

- `asinh(x)`: Computes the inverse hyperbolic sine of the value [x]; the returned value is `y` such that `sinh(y) = x`.
- `asinh(NaN)`: is `NaN`
- `asinh(+Inf)` is `+Inf`
- `asinh(-Inf)` is `-Inf`

- `atanh(x)`: Computes the inverse hyperbolic tangent of the value [x]; the returned value is `y` such that `tanh(y) = x`.
- `atanh(NaN)`: is `NaN`
- `atanh(+Inf)` is `+Inf`
- `atanh(-Inf)` is `-Inf`

- `acosh(x)`: Computes the inverse hyperbolic cosine of the value [x]; the returned value is positive `y` such that `cosh(y) = x`.
- `acosh(NaN)`: is `NaN`
- `acosh(+Inf)` is `+Inf`
- `acosh(-Inf)` is `-Inf`

- `acosh(x)` is `NaN` when `x < 1` or `x` is `NaN`
- `acosh(+Inf)` is `+Inf`

- `asinh(x)` is `NaN` when `abs(x) > 1` or `x` is `NaN`
- `asinh(+Inf)` is `+Inf`
- `asinh(-Inf)` is `-Inf`

- `atanh(x)` is `NaN` when `abs(x) > 1` or `x` is `NaN`
- `atanh(+Inf)` is `+Inf`
- `atanh(-Inf)` is `-Inf`

- `cosh(x)`: Computes the hyperbolic cosine of the value [x]; the returned value is `y` such that `cosh(y) = x`.
- `cosh(NaN)`: is `NaN`
- `cosh(+Inf)` is `+Inf`
- `cosh(-Inf)` is `-Inf`
- `cosh(x)` is `NaN` when `x` is `NaN`
- `cosh(+Inf)` is `+Inf`

- `cosh(x)` is `NaN` when `x` is `NaN`

- `sinh(x)`: Computes the hyperbolic sine of the value [x]; the returned value is `y` such that `sinh(y) = x`.
- `sinh(NaN)`: is `NaN`
- `sinh(+Inf)` is `+Inf`
- `sinh(-Inf)` is `-Inf`
- `sinh(x)` is `NaN` when `x` is `NaN`
- `sinh(+Inf)` is `+Inf`

- `sinh(x)` is `NaN` when `x` is `NaN`

- `expm1(x)`: Computes `exp(x) - 1`.
- `expm1(NaN)`: is `NaN`
- `expm1(+Inf)` is `+Inf`
- `expm1(-Inf)` is `-1.0`

- `exp(x)`: Computes `e^x`.
- `exp(NaN)`: is `NaN`
- `exp(+Inf)` is `+Inf`
- `exp(-Inf)` is `0.0`

- `exp(x)` is `NaN` when `x` is `NaN`

- `ln(x)`: Computes the natural logarithm (base `'E'`) of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
- `ln(NaN)`: is `NaN`
- `ln(1)` is `0.0`

- `ln(x)` is `NaN` when `x` is `NaN`

- `log(x)`: Computes the base-10 logarithm of the value [x]; the returned value is an angle in the range from `-PI` to `PI` radians.
- `log(NaN)`: is `NaN`
- `log(1)` is `0.0`

- `log(x)` is `NaN` when `x` is `NaN`

- `log10(x)`: Computes the base-10 logarithm of the value [x]; the returned value is an angle in the range from `-PI` to `PI` radians.
- `log10(NaN)`: is `NaN`

- `log10(x)` is `NaN` when `x` is `NaN`
Computes the binary logarithm (base 2) of the value \(x\).\n
```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun log2(x: Double): Double
```

This function can be implemented to produce more precise result for \(x\) near zero.\n
```kotlin
*\n@SinceKotlin("1.2")\npublic expect fun ln1p(x: Double): Double
```

```kotlin
/**
 * Computes `ln(x + 1)`.
 *
 * This function can be implemented to produce more precise result for \(x\) near zero.\n * Special cases: \n * - \`ln1p(0)\` is `0.0`\n * - \`ln1p(NaN)` is `NaN`\n * - \`ln1p(x)` is `NaN` where \(x \lt -1.0\)\n * - \`ln1p(-1.0)` is `-Inf`\n * - \`ln1p(+Inf)` is `+Inf`\n * @see [ln] function\n */
```

```kotlin
@SinceKotlin("1.2")
public expect fun ceiling(x: Double): Double
```

```kotlin
/**
 * Rounds the given value \(x\) to an integer towards positive infinity.\n * @return the smallest double value that is greater than or equal to the given value \(x\) and is a mathematical integer.\n * @see [round] function for \(x\) near zero.\n * Special cases: \n * - \`ceil(x)` is \(x\) where \(x\) is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * - \`ceil(-1.0)` is `-Inf`\n * @see [floor] function\n */
```

```kotlin
@SinceKotlin("1.2")
public expect fun floor(x: Double): Double
```

```kotlin
/**
 * Rounds the given value \(x\) to an integer towards negative infinity.\n * @return the largest double value that is smaller than or equal to the given value \(x\) and is a mathematical integer.\n * @sinceKotlin "1.2"
 */
```

```kotlin
@SinceKotlin("1.2")
public expect fun trunc(x: Double): Double
```

```kotlin
/**
 * Rounds the given value \(x\) to an integer towards zero.\n * @return the value \(x\) having its fractional part truncated.\n * Special cases: \n * - \`truncate(x)` is \(x\) where \(x\) is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n */
```

```kotlin
@SinceKotlin("1.2")
public expect fun abs(x: Double): Double
```

```kotlin
/**
 * Returns the absolute value of the given value \(x\).\n * Special cases: \n * - \`abs(NaN)` is `NaN`\n * @see absoluteValue extension property for \([Double]\n * @sinceKotlin "1.2"
 */
```

```kotlin
@SinceKotlin("1.2")
public expect fun sign(x: Double): Double
```

```kotlin
/**
 * Returns the smaller of two values.\n * If either value is `NaN`, then the result is `NaN`.\n * @see [min] function\n */
```

```kotlin
@SinceKotlin("1.2")
public expect fun min(a: Double, b: Double): Double
```

```kotlin
/**
 * Returns the greater of two values.\n * If either value is `NaN`, then the result is `NaN`.\n * @see [max] function\n */
```

```kotlin
@SinceKotlin("1.2")
public expect fun max(a: Double, b: Double): Double
```

```kotlin
/**
 * Raises this value to the power \(x\).\n * Special cases: \n * - \`b.pow(0.0)` is `1.0`\n * - \`b.pow(1.0)` is `b`\n * - \`b.pow(NaN)` is `NaN`\n * - \`b.pow(x)` is `NaN` where \(x \gt 0.0\)\n * @sinceKotlin "1.2"
 */
```

```kotlin
@SinceKotlin("1.2")
public expect fun Double.pow(x: Double): Double
```

```kotlin
/**
 * Returns this value with the sign bit same as of the \(sign\) value.\n * If \(sign\) is `NaN`, then the sign of the result is undefined.\n * @sinceKotlin "1.2"
 */
```

```kotlin
@SinceKotlin("1.2")
public expect fun Double.withSign(sign: Double): Double
```

```kotlin
/**
 * Returns the ulp (unit in the last place) of this value.\n * Special cases: \n * - \`NaN.ulp` is `NaN`\n * @sinceKotlin "1.2"
 */
```

```kotlin
@SinceKotlin("1.2")
public expect fun Double.ulp: Double
```

```kotlin
/**
 * Returns the Double value nearest to this value in direction of positive infinity.\n * @sinceKotlin "1.2"
 */
```

```kotlin
@SinceKotlin("1.2")
public expect fun Double.nextUp(): Double
```

```kotlin
/**
 * Returns the Double value nearest to this value in direction of negative infinity.\n * @sinceKotlin "1.2"
 */
```

```kotlin
@SinceKotlin("1.2")
public expect fun Double.nextDown(): Double
```

```kotlin
/**
 * Returns the closest integer with ties rounded towards even integer.\n * Special cases: \n * - \`round(x)` is `x` where \(x\) is `NaN` or `+Inf` or `-Inf` or already a mathematical integer.\n * - \`round(-1.0)` is `-Inf`\n * @see [floor] function\n */
```

```kotlin
@SinceKotlin("1.2")
public expect fun round(x: Double): Double
```

```kotlin
/**
 * Returns the value \(x\) with the sign bit same as of the \(sign\) value.\n */
```

```kotlin
@SinceKotlin("1.2")
public expect fun Double.withSign(sign: Int): Double
```

```kotlin
/**
 * Returns the value \(x\) with the sign bit same as of the \(sign\) value.\n * Special cases: \n * - \`x.nextTowards(y)` is `NaN` if either \(x\) or \(y\) are `NaN`\n */
```

```kotlin
@SinceKotlin("1.2")
public expect fun Double.nextTowards(): Double
```
public expect fun Double.nextTowards(to: Double): Double

/**
 * Rounds this [Double] value to the nearest integer and converts the result to [Int]
 * @throws IllegalArgumentException when this value is NaN
 */
@SinceKotlin("1.2")
public expect fun Double.roundToInt(): Int

/**
 * Computes the arcsine of the value [x]; the returned value is an angle in the range from `-PI/2` to `PI/2` radians.
 * Special cases:
 * - `asin(x)` is `NaN`, when `abs(x) > 1` or x is `NaN`
 */
@SinceKotlin("1.2")
public expect fun asin(x: Float): Float

/**
 * Computes the arccosine of the value [x]; the returned value is positive y such that `cos(y) == x`.
 * Special cases:
 * - `acos(x)` is `NaN` when `x > 1` or `x < -1` or `x` is infinite
 */
@SinceKotlin("1.2")
public expect fun acos(x: Float): Float

/**
 * Computes the arctangent of the value [x]; the returned value is y such that `tan(y) == x`.
 * Special cases:
 * - `atan(x)` is `NaN` when `x > 1` or `x < -1` or `x` is infinite
 */
@SinceKotlin("1.2")
public expect fun atan(x: Float): Float

/**
 * Computes `sqrt(x^2 + y^2)` without intermediate overflow or underflow.
 * Special cases:
 * - The returned value is positive y such that `cosh(y) == x`
 */
@SinceKotlin("1.2")
public expect fun acosh(x: Float): Float

/**
 * Computes the hyperbolic cosine of the value [x]; the returned value is positive y such that `sinh(y) == x`.
 * Special cases:
 * - `sinh(x)` is `NaN` when `x > 1` or `x < -1` or `x` is infinite
 */
@SinceKotlin("1.2")
public expect fun sinh(x: Float): Float

/**
 * Computes the hyperbolic sine of the value [x]; the returned value is y such that `cosh(y) == x`.
 * Special cases:
 * - `cosh(x)` is `NaN` when `x > 1` or `x < -1` or `x` is infinite
 */
@SinceKotlin("1.2")
public expect fun cosh(x: Float): Float

/**
 * Computes the hyperbolic tangent of the value [x]; the returned value is `y` such that `tanh(y) == x`.
 * Special cases:
 * - `tanh(x)` is `NaN` when `x > 1` or `x < -1` or `x` is infinite
 */
@SinceKotlin("1.2")
public expect fun tanh(x: Float): Float
*\an{@SinceKotlin("1.2")}public expect fun hypot(x: Float, y: Float): Float;
\n*\an{@SinceKotlin("1.2")}public expect fun sqrt(x: Float): Float;
\n*\an{@SinceKotlin("1.2")}public expect fun exp(x: Float): Float;
\n*\an{@SinceKotlin("1.2")}public expect fun exp10(x: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun exp2(x: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun expm1(x: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun log(x: Float, base: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun ln(x: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun log10(x: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun log2(x: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun ceil(x: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun floor(x: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun truncate(x: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun round(x: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun abs(x: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun sign(x: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun min(a: Float, b: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun max(a: Float, b: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun pow(x: Float, y: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun pow(n: Int): Float

// extensions

*\an{@SinceKotlin("1.2")}public expect fun abs(NaN): Float
\n*\an{@SinceKotlin("1.2")}public expect fun sign(NaN): Float
\n*\an{@SinceKotlin("1.2")}public expect fun min(a: Float, b: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun max(a: Float, b: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun pow(a: Float): Float
\n*\an{@SinceKotlin("1.2")}public expect fun pow(n: Int): Float
value.

* @SinceKotlin("1.2") @public expect val Float.absValue: Float

* @SinceKotlin("1.2") @public expect val Float.sign: Float

* @SinceKotlin("1.2") @public expect fun Float.withSign(sign: Float): Float

* @SinceKotlin("1.2") @public expect fun Float.withSign(sign: Int): Float

* @SinceKotlin("1.2") @public expect fun Float.roundToInt(): Int

* @SinceKotlin("1.2") @public expect fun Float.roundToLong(): Long

*/
@SinceKotlin("1.2") public expect val Float.absoluteValue: Float

/**
 * Returns the sign of this value:
 *   - `-1.0` if the value is negative,
 *   - zero if the value is zero,
 *   - `1.0` if the value is positive
 */
@SinceKotlin("1.2") public expect val Float.sign: Float

/**
 * Returns this value with the sign bit same as of the [sign] value.
 * `NaN` * @see Float#isNaN()
 * @returns undefined.
 */
@SinceKotlin("1.2") public expect fun Float.withSign(sign: Float): Float

/**
 * Rounds this [Float] value to the nearest integer and converts the result to [Int].
 * Ties are rounded towards positive infinity.
 * Special cases:
 *   - `NaN.absValue` is `NaN`
 */
@SinceKotlin("1.2") public expect fun Float.roundToInt(): Int

/**
 * Rounds this [Float] value to the nearest integer and converts the result to [Long].
 * Ties are rounded towards positive infinity.
 * Special cases:
 *   - `x.roundToLong()` == `Long.MAX_VALUE` when `x > Long.MAX_VALUE`
 *   - `x.roundToLong()` == `Long.MIN_VALUE` when `x < Long.MIN_VALUE`
 */
@SinceKotlin("1.2") public expect fun Float.roundToLong(): Long


// endregion

// region


/**
 * Returns the absolute value of the given value [n].
 * Special cases:
 *   - `abs(Int.MIN_VALUE)` is `Int.MIN_VALUE` due to an overflow
 * @see abs function
 */
@SinceKotlin("1.2") public expect fun abs(n: Int): Int

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2") public expect fun min(a: Int, b: Int): Int

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2") public expect fun max(a: Int, b: Int): Int

/**
 * Returns the absolute value of this value.
 * Special cases:
 *   - `Int.MIN_VALUE` is `Int.MIN_VALUE` due to an overflow
 * @see abs function
 */
@SinceKotlin("1.2") public expect fun abs(n: Int): Int

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2") public expect fun min(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2") public expect fun max(a: Long, b: Long): Long

/**
 * Returns the absolute value of this value.
 * Special cases:
 *   - `Long.MIN_VALUE` is `Long.MIN_VALUE` due to an overflow
 * @see abs function
 */
@SinceKotlin("1.2") public expect fun abs(n: Long): Long


// endregion

// region


/**
 * Returns the absolute value of the given value [n].
 * Special cases:
 *   - `Long.MIN_VALUE` is `Long.MIN_VALUE` due to an overflow
 * @see abs function
 */
@SinceKotlin("1.2") public expect fun abs(n: Long): Long

/**
 * Returns the smaller of two values.
 */
@SinceKotlin("1.2") public expect fun min(a: Long, b: Long): Long

/**
 * Returns the greater of two values.
 */
@SinceKotlin("1.2") public expect fun max(a: Long, b: Long): Long

/**
 * Returns the absolute value of this value.
 * Special cases:
 *   - `Long.MIN_VALUE` is `Long.MIN_VALUE` due to an overflow
 * @see abs function
 */
@SinceKotlin("1.2") public expect fun abs(n: Long): Long


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  jar/org/apache/commons/logging/impl/AvalonLogger.java
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  jar/org/apache/commons/logging/impl/WeakHashtable.java
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* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/Log4JLogger.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/LogFactoryImpl.java
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* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/LogSource.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/NoOpLog.java
* /opt/cola/permits/1135840457_1613613080.13/0/commons-logging-1-1-sources-9-jar/org/apache/commons/logging/impl/LogKitLogger.java
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  jar/org/apache/commons/logging/impl/ServletContextCleaner.java

1.1207 hostname 3.23

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hostname -- set the host name or show the host/domain name

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1.1209 libuser 0.60 9.el7

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1.1212 jest 5.3.4

1.1213 securesm 1.2
1.1214 josharian-intern 1.0.0

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1.1215 httpcomponents-core 4.4.13

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1.1218 jetty-xml 9.3.9.v20160517

1.1219 maven-dependency-plugin 2.8
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 * Set the max pool size of the ThreadPoolExecutor.
 * <p><strong>NOTE:</strong> When an unbounded
 * </p[@link #queueCapacity(int) queueCapacity] is configured (the default), the
 * max pool size is effectively ignored. See the "Unbounded queues" strategy
 * in [ @link java.util.concurrent.ThreadPoolExecutor ThreadPoolExecutor] for
 * more details.
* <p>By default this is set to `Integer.MAX_VALUE`.
*/

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* Project home: https://projects.eclipse.org/projects/ee4j.metro

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## Source Code

The project maintains the following source code repositories:

* https://github.com/eclipse-ee4j/metro-xmlstreambuffer
* https://github.com/eclipse-ee4j/metro-policy
* https://github.com/eclipse-ee4j/metro-wsit
* https://github.com/eclipse-ee4j/metro-mimepull
* https://github.com/eclipse-ee4j/metro-ws-test-harness
* https://github.com/eclipse-ee4j/metro-package-rename-task
* https://github.com/eclipse-ee4j/metro-jax-ws
* https://github.com/eclipse-ee4j/metro-saaj
* https://github.com/eclipse-ee4j/metro-jwsdp-samples
* https://github.com/eclipse-ee4j/jax-rpc-ri

## Third-party Content

This project leverages the following third party content.

### addressing.xml

Version: 2004/10 (n/a)

* License: W3C
* Project: https://www.w3.org/Submission/ws-addressing/
* Source: http://schemas.xmlsoap.org/ws/2004/08/addressing/

### ant-launcher

(1.10.2)

* License: Apache-2.0 AND SAX-PD AND W3C
* Project: https://ant.apache.org/
* Source: http://central.maven.org/maven2/org/apache/ant/ant-launcher/1.10.2/ant-launcher-1.10.2-sources.jar

### Apache Ant

(1.6)

* License: Apache-1.1
* Project: https://ant.apache.org/
* Source: https://repo1.maven.org/maven2/ant/ant/1.6/ant-1.6-sources.jar

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### commons-logging

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* License: Apache-2.0
* Project: https://commons.apache.org/proper/commons-logging/
* Source: http://central.maven.org/maven2/commons-logging/commons-logging/1.1.2/commons-logging-1.1.2-sources.jar

### JUnit

(4.12)

* License: Eclipse Public License

### maven-core

(3.5.2)

* License: Apache-2.0
maven-plugin-annotations (3.5.1)
* License: Apache-2.0
* Source: https://github.com/apache/maven-plugin-tools/tree/maven-plugin-tools-3.5.1/maven-plugin-annotations

maven-plugin-api (3.5.2)
* License: Apache-2.0
* Project: https://maven.apache.org/
* Source: https://github.com/apache/maven/tree/master/maven-plugin-api

maven-resolver-api (1.1.1)
* License: Apache-2.0

maven-resolver-util (1.1.1)
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maven-settings (3.5.2)
* License: Apache-2.0

mex.xsd Version: 2004/09 (n/a)
* License: Oasis Style
* Project: https://www.w3.org/Submission/WS-MetadataExchange/#appendix-II

plexus-utils (3.1.0)
* License: Apache-2 or Apache-1.1 or BSD or Public Domain or Indiana University Extreme! Lab Software License V1.1.1 (Apache 1.1 style)

relaxng-datatype (1.0)
* License: New BSD license

stax2-api (4.1)
* License: Pending
* Project: https://github.com/FasterXML/stax2-api
testng (6.14.2)

* License: Apache-2.0 AND MIT
* Project: https://testng.org/doc/index.html
* Source: https://github.com/cbeust/testng

woodstox-core-asl (4.4.1)

* License: Apache-2.0

woodstox-core-asl (5.1.0)

* License: Apache-2.0
* Project: https://github.com/FasterXML/woodstox
* Source: https://github.com/FasterXML/woodstox

ws-addr.wsd (1.0)

* License: W3C
* Project: https://www.w3.org/2005/08/addressing/
* Source: https://www.w3.org/2006/03/addressing/ws-addr.xsd

wsat.xsd Version: 2004/10 (n/a)

* License: Oasis Style
* Source: http://schemas.xmlsoap.org/ws/2004/10/wsat/wsat.xsd

wscoor.xsd (1.0)

* License: OASIS Style

wscoor.xsd (1.1)

* License: Oasis (Custom)
* Project: http://docs.oasis-open.org/ws-tx/wscoor/2006/06
* Source: http://docs.oasis-open.org/ws-tx/wscoor/2006/06/wstx-wscoor-1.1-schema-200701.xsd

wsrm Version: 2005/02 (n/a)

* License: Oasis (Custom)
* Project: http://schemas.xmlsoap.org/ws/2005/02/rm/

wsrm.xsd (1.2)
* License: Oasis
wstx-wsat.xsd (1.1)

* License: Oasis (Custom)
xmlsec (1.5.8)

* License: Apache-2.0
* Project: http://santuario.apache.org/
* Source:
  https://repo1.maven.org/maven2/org/apache/santuario/xmlsec/1.5.8/xmlsec-1.5.8-sources.jar

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1.1242 jackson-datatype-jsr310 2.10.3

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1.1243 spring-boot-autoconfigure

2.2.13.RELEASE

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* /opt/cola/permits/1136317466_1613738775.74/0/spring-boot-autoconfigure-2-2-13-release-sources-
jar/org/springframework/boot/autoconfigure/cache/EhCacheCacheConfiguration.java
* /opt/cola/permits/1136317466_1613738775.74/0/spring-boot-autoconfigure-2-2-13-release-sources-
jar/org/springframework/boot/autoconfigure/session/NonUniqueSessionRepositoryFailureAnalyzer.java
* /opt/cola/permits/1136317466_1613738775.74/0/spring-boot-autoconfigure-2-2-13-release-sources-
jar/org/springframework/boot/autoconfigure/web/package-info.java
* /opt/cola/permits/1136317466_1613738775.74/0/spring-boot-autoconfigure-2-2-13-release-sources-
jar/org/springframework/boot/autoconfigure/condition/ConditionalOnClass.java
* /opt/cola/permits/1136317466_1613738775.74/0/spring-boot-autoconfigure-2-2-13-release-sources-
jar/org/springframework/boot/autoconfigure/data/ldap/LdapRepositoriesAutoConfiguration.java
* /opt/cola/permits/1136317466_1613738775.74/0/spring-boot-autoconfigure-2-2-13-release-sources-
jar/org/springframework/boot/autoconfigure/web/reactive/HttpHandlerAutoConfiguration.java
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1.1244 leveldb 11

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1.1245 micrometer-core 1.3.6

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* /opt/cola/permits/1217121954_1634765204.78/0/netty-transport-native-kqueue-4-1-58-final-sources-jar/io/netty/channel/kqueue/KQueueServerChannelConfig.java
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Implementation-Version: 4.1.58.Final
Built-By: root
Bnd-LastModified: 1610534158505
Bundle-ManifestVersion: 2
Implementation-Vendor-Id: io.netty
Bundle-DocURL: https://netty.io/
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Import-Package: io.netty.util;version="[4.1,5)";io.netty.util.concurrent;version="[4.1,5)";io.netty.util.internal;version="[4.1,5)";io.netty.util.internal.logging;version="[4.1,5)";sun.nio.ch;resolution=optional,org.eclipse.jetty.npn;version="[1,2)";resolution=optional,org.eclipse.jetty.alpn;version="[1,2)";resolution=optional
Require-Capability: osgi.ee;filter="(&amp;osgi.ee=JavaSE)(version=1.6)"
Tool: Bnd-2.4.1.201501161923
Implementation-Vendor: The Netty Project
Export-Package: io.netty.resolver;uses="io.netty.util.concurrent";version="4.1.58"
Bundle-Name: Netty/Resolver
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MySQL Connector/J 8.0

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1.1255 e2fsprogs 1.45.5 2ubuntu1

1.1255.1 Available under license :

This is the Debian GNU/Linux prepackaged version of the static EXT2
file system consistency checker (e2fsck.static). The EXT2 utilities
were written by Theodore Ts'o <tytso@mit.edu> and Remy Card
<card@masi.ibp.fr>.

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

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#
# This is a Makefile stub which handles the creation of BSD shared libraries.
#
# In order to use this stub, the following makefile variables must be defined.
#
# BSDLIB_VERSION = 1.0
# BSDLIB_IMAGE = libce
# BSDLIB_MYDIR = et
# BSDLIB_INSTALL_DIR = $(SHLIBDIR)
#
all:: image

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

BSD_LIB = $(BSDLIB_IMAGE).so.$(BSDLIB_VERSION)

BSDLIB_PIC_FLAG = -fpic

image:: $(BSD_LIB)

$(BSD_LIB): $(OBJ)

(cd pic; ld -Bshareable -o $(BSD_LIB) $(LDFLAGS_SHLIB) $(OBJ))
$(MV) pic/$(BSD_LIB) .
$(RM) -f ../$(BSD_LIB)

(cd ..; $(LN) $(LINK_BUILD_FLAGS) `echo $(my_dir) | sed -e 's;lib/;;'`/$(BSD_LIB) $(BSD_LIB))

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

install-strip: install

install-shlibs-strip:: install-shlibs

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

clean::

$(RM) -rf pic
$(RM) -f $(BSD_LIB)
$(RM) -f ../$(BSD_LIB)

This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

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Index: tdbsa/tdb.c

--- tdbsa.orig/tdb.c
+++ tdbsa/tdb.c
@@ -4,11 +4,11 @@ Rev: 23371
Last Changed Date: 2007-06-06 20:14:06 -0400 (Wed, 06 Jun 2007)
*/
/*
- Unix SMB/CIFS implementation.
+ trivial database library - standalone version

- trivial database library - private includes
- 
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Theodore Ts'o
23-June-2007

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<signature of Ty Coon>, 1 April 1989
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That's all there is to it!

This package was added to the e2fsprogs debian source package by Theodore Ts'o <tytso@mit.edu> on Sat Mar 15 15:33:37 EST 2003

It is part of the main e2fsprogs distribution, which can be found at:
http://sourceforge.net/projects/e2fsprogs

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

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

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

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This is the Debian GNU/Linux prepackaged version of the Common Error
Description library. It is currently distributed together with the EXT2 file
system utilities, which are otherwise packaged as "e2fsprogs".

This package was put together by Yann Dirson <dirson@debian.org>,
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Gadi Oxman, August 1995

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1.1256 hibernate-envers 5.4.27.Final

1.1256.1 Available under license:

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1.1266 lang-mustache-client 6.8.5

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analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java
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analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java
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Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration
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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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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

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Based on ISO/IEC 9899:TC2 Committee draft (May 6, 2005) WG14/N1124

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 * Creates a new [@link GeneratorAdapter]. <i>Subclasses must not use this
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 * [@link #GeneratorAdapter(int, MethodVisitor, int, String, String)]
 * version.
 *
 * @param mv
 * the method visitor to which this adapter delegates calls.
 * @param access
 * the method's access flags (see [@link Opcodes]).
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see [@link Type Type]).
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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* /opt/cola/permits/113713810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/commons/TableSwitchGenerator.java
* /opt/cola/permits/113713810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/commons/FieldVisitor.java
* /opt/cola/permits/113713810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/analysis/Subroutine.java
* /opt/cola/permits/113713810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/commons/TraceMethodVisitor.java
* /opt/cola/permits/113713810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/commons/TraceAnnotationVisitor.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/MethodVisitor.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/Edge.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/TypeAnnotationNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/InnerClassNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/MultiANewArrayInsnNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/util/CheckSignatureAdapter.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/IincInsnNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/JumpInsnNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/optimizer/Shrinker.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/local/LocalVariableNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/commons/LocalVariablesSorter.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/AbstractInsnNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/AnnotationWriter.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/Handle.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/util/CheckFieldAdapter.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/optimizer/MethodOptimizer.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/util/Printer.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/analysis/SmallSet.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/commons/InstructionAdapter.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/MethodWriter.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/Item.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/AnnotationVisitor.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/ClassReader.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/commons/Remapper.java
jar/org/objectweb/asm/tree/AnnotationNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/signature/SignatureVisitor.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/InsnNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/optimizer/AnnotationConstantsCollector.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/util/ASMifier.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/optimizer/ConstantPool.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/TypeInsnNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/Opcodes.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/Context.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/Handler.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/tree/IntInsnNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/tree/analysis/Value.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/util/TraceClassVisitor.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/commons/RemappingFieldAdapter.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/InsnList.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/frame/Frame.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/signature/SignatureWriter.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/tree/ParameterNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/commons/AdviceAdapter.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/tree/InvokeDynamicInsnNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/tree/LdcInsnNode.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/util/TraceFieldVisitor.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/Label.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/tree/analysis/AnalyzerException.java
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
  jar/org/objectweb/asm/optimizer/FieldConstantsCollector.java

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* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/signature/package.html
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/package.html
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/analysis/package.html
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/util/package.html
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/package.html
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/commons/package.html

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*/
/**
 * Creates a new {@link AnalyzerAdapter}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [{@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)}]
 * version.
 * @param owner
 * the owner's class name.
 * @param access
 * the method's access flags (see [{@link Opcodes}]).
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see [{@link Type}]).
 * @param mv
 * the method visitor to which this adapter delegates calls. May
 * be <tt>null</tt>.
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

Found in path(s):
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-
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/*
 * Constructs a new [@link LocalVariableAnnotationNode]. <i>Subclasses must not use this constructor</i>. Instead, they must use the
 * [@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)] version.
 *
 * @param typeRef
 * a reference to the annotated type. See [@link TypeReference].
 *
 * @param typePath
 * the path to the annotated type argument, wildcard bound, array element type, or static inner type within 'typeRef'. May be
 * &lt;tt>null&lt;/tt&gt; if the annotation targets 'typeRef' as a whole.
 *
 * @param start
 * the fist instructions corresponding to the continuous ranges that make the scope of this local variable (inclusive).
 *
 * @param end
 * the last instructions corresponding to the continuous ranges that make the scope of this local variable (exclusive). This array must have the same size as the 'start' array.
 *
 * @param index
 * the local variable's index in each range. This array must have the same size as the 'start' array.
 *
 */
the class descriptor of the annotation class.
*/

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 */
/**
 * Constructs a new [Textifier]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the [@link #Textifier(int)]
 * version.
 *
 * @throws IllegalStateException
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */
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*/
/**
 * Creates a new JSRInliner. <i>Subclasses must not use this</i> constructor.<br>
 * Instead, they must use the<br>
 * { [@link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])]}<br>
 * version.<br>
 *
 * @param mv<br>
 * the <code>MethodVisitor</code> to send the resulting inlined<br>
 * method code to (use &lt;code&gt;null&lt;/code&gt; for none).<br>
 * @param access<br>
 * the method's access flags (see { @link Opcodes}). This<br>
 * parameter also indicates if the method is synthetic and/or<br>
 * deprecated.<br>
 * @param name<br>
 * the method's name.<br>
 * @param desc<br>
 * the method's descriptor (see { @link Type}).<br>
 * @param signature<br>
 * the method's signature. May be &lt;tt&gt;null&lt;/tt&gt;.<br>
 * @param exceptions<br>
 * the internal names of the method's exception classes (see<br>
 * { @link Type#getInternalName() getInternalName } ). May be<br>
 * &lt;tt&gt;null&lt;/tt&gt;.<br>
 * @throws IllegalArgumentException<br>
 * If a subclass calls this constructor.<br>
 */

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* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/optimizer/shrink-signatures.properties  
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/optimizer/shrink-resize.properties  
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/optimizer/shrink-annotations.properties  
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*/
/**
 * Constructs a new {@link ClassNode}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the { @link #ClassNode(int)}
 * version.
 *
 * @throws IllegalStateException
 *             If a subclass calls this constructor.
 */

Found in path(s):
* /opt/cola/permits/1137133810_1614022227.85/0/asm-5-0-1-sources-1-jar/org/objectweb/asm/tree/ClassNode.java

1.1283 libjpeg-turbo 1.2.90 8.el7

1.1283.1 Notifications :
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The Independent JPEG Group’s JPEG software

==========================================
README for release 6b of 27-Mar-1998
==========================================

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our electronic mailing list. Mailing list members are notified of updates
and have a chance to participate in technical discussions, etc.

This software is the work of Tom Lane, Philip Gladstone, Jim Boucher,
Lee Crocker, Julian Minguillon, Luis Ortiz, George Phillips, Davide Rossi,
Guido Vollbeding, Ge’ Weijers, and other members of the Independent JPEG
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I fossilized with the official ISO JPEG standards committee.

DOCUMENTATION ROADMAP
======================

This file contains the following sections:

OVERVIEW General description of JPEG and the IJG software.
LEGAL ISSUES Copyright, lack of warranty, terms of distribution.
REFERENCES Where to learn more about JPEG.
ARCHIVE LOCATIONS Where to find newer versions of this software.
RELATED SOFTWARE Other stuff you should get.
FILE FORMAT WARS Software *not* to get.
TO DO Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:
install.doc How to configure and install the IJG software.
usage.doc Usage instructions for cjpeg, djpeg, jpegtran,
rjpgc, and wrjpgc.
*.1 Unix-style man pages for programs (same info as usage.doc).
wizard.doc Advanced usage instructions for JPEG wizards only.
change.log Version-to-version change highlights.

Programmer and internal documentation:
libjpeg.doc How to use the JPEG library in your own programs.
example.c Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc Road map of IJG files.
coderules.doc Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW
========

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images. JPEG is intended for compressing
"real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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by the usual distribution terms of the Free Software Foundation; principally, that you must include source code if you redistribute it. (See the file ansi2knr.c for full details.) However, since ansi2knr.c is not needed as part of any program generated from the IJG code, this does not limit you more than the foregoing paragraphs do.

The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh). Another support script, install-sh, is copyright by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

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REFERENCES
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We highly recommend reading one or more of these references before trying to understand the inards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44. (Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics)
omits the sample images that appeared in CACM, but it includes corrections
and some added material. Note: the Wallace article is copyright ACM and IEEE,
and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in
"The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by
good explanations and example C code for a multitude of compression methods
including JPEG. It is an excellent source if you are comfortable reading C
code but don't know much about data compression in general. The book's JPEG
sample code is far from industrial-strength, but when you are ready to look
at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data
Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published
The book includes the complete text of the ISO JPEG standards (DIS 10918-1
and draft DIS 10918-2). This is by far the most complete exposition of JPEG
in existence, and we highly recommend it.

The JPEG standard itself is not available electronically; you must order a
paper copy through ISO or ITU. (Unless you feel a need to own a certified
official copy, we recommend buying the Pennebaker and Mitchell book instead;
it's much cheaper and includes a great deal of useful explanatory material.)
In the USA, copies of the standard may be ordered from ANSI Sales at (212)
642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI
doesn't take credit card orders, but Global does.) It's not cheap: as of
1992, ANSI was charging $95 for Part 1 and $47 for Part 2, plus 7%
shipping/handling. The standard is divided into two parts, Part 1 being the
actual specification, while Part 2 covers compliance testing methods. Part 1
is titled "Digital Compression and Coding of Continuous-tone Still Images,
Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS
10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of
Continuous-tone Still Images, Part 2: Compliance testing" and has document

Some extensions to the original JPEG standard are defined in JPEG Part 3,
a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG
currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file
format. For the omitted details we follow the "JFIF" conventions, revision
1.02. A copy of the JFIF spec is available from:

Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314

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A PostScript version of this document is available by FTP at ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text version at ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from ftp.sgi.com or from ftp://ftp.uu.net/graphics/jpeg/. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from ftp://ftp.sgi.com/graphics/tiff/.

ARCHIVE LOCATIONS
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The "official" archive site for this software is ftp.uu.net (Internet address 192.48.96.9). The most recent released version can always be found there in directory graphics/jpeg. This particular version will be archived as ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only ftp.uu.net is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the ftp.uu.net release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups comp.graphics.misc, news.answers, and other groups. It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/ and other news.answers archive sites, including the official news.answers archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.

If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body

send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2
RELATED SOFTWARE
================

Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBMPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpe/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/. Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from ftp://havefun.stanford.edu/pub/jpeg/. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

FILE FORMAT WARS
================

Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical
advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don’t use a proprietary file format!

TO DO
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The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

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* /opt/cola/permits/1150250173_1627682335.01/0/spring-websocket-5-2-5-release-sources-1-jar/org/springframework/web/socket/sockjs/frame/SockJsMessageCodec.java
* /opt/cola/permits/1150250173_1627682335.01/0/spring-websocket-5-2-5-release-sources-1-jar/org/springframework/web/socket/server/HandshakeFailureException.java
* /opt/cola/permits/1150250173_1627682335.01/0/spring-websocket-5-2-5-release-sources-1-jar/org/springframework/web/socket/server/HandshakeHandler.java
* /opt/cola/permits/1150250173_1627682335.01/0/spring-websocket-5-2-5-release-sources-1-jar/org/springframework/web/socket/messaging/SessionConnectEvent.java
* /opt/cola/permits/1150250173_1627682335.01/0/spring-websocket-5-2-5-release-sources-1-jar/org/springframework/web/socket/handler/WebSocketHandlerDecoratorFactory.java
* /opt/cola/permits/1150250173_1627682335.01/0/spring-websocket-5-2-5-release-sources-1-jar/org/springframework/web/socket/handler/LoggingWebSocketHandlerDecorator.java

1.1286 logstash-logback-encoder 6.4
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* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/0/logstash-logback-encoder-6-4-sources-
jar/net/logstash/logback/marker/LogstashBasicMarker.java
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* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/composite/loggingevent/RawMessageJsonProvider.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/encoder/CompositeJsonEncoder.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/decorate/cbor/CborJsonFactoryDecorator.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/composite/FieldNamesAware.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/layout/LogstashAccessLayout.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/appender/LogstashUdpSocketAppender.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/appender/listener/LoggingEventTcpAppenderListenerImpl.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/fieldnames/LogstashCommonFieldNames.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/composite/loggingevent/LogLevelJsonProvider.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/decorate/FeatureJsonGeneratorDecorator.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/appender/LogstashUdpSocketAppender.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/composite/loggingevent/LogLevelJsonProvider.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/decorate/FeatureJsonGeneratorDecorator.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/appender/LogstashUdpSocketAppender.java
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* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/decorate/FeatureJsonGeneratorDecorator.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/appender/LogstashUdpSocketAppender.java
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* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-jar/net/logstash/logback/decorate/FeatureJsonGeneratorDecorator.java
* /opt/ws_local/PERMITS_SQL/1077482335_1596857747.4/logstash-logback-encoder-6-4-sources-
Open Source Used In DCNM 12.12.0(2) 11434
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1.1287 x-xerrors 0.0.0-20200804184101-5ec99f83aff1

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   * /opt/cola/permits/1150250079_1627682072.16/0/owasp-java-html-sanitizer-r156-sources-jar/org/owasp/html/Encoding.java
* /opt/cola/permits/1150250079_1627682072.16/0/owasp-java-html-sanitizer-r156-sources-jar/org/owasp/html/HtmlChangeReporter.java
* /opt/cola/permits/1150250079_1627682072.16/0/owasp-java-html-sanitizer-r156-sources-jar/org/owasp/html/HtmlPolicyBuilderFactory.java
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1.1300 googleapis-gnostic 0.0.0-20170729233727-0c5108395e2d

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2.2.6.RELEASE

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*/
/**
 * Creates a new [@link GeneratorAdapter]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [@link #GeneratorAdapter(int, MethodVisitor, int, String, String)]
 * version.
 *
 * @param mv
 *    the method visitor to which this adapter delegates calls.
 * @param access
 *    the method's access flags (see [@link Opcodes]).
 * @param name
 *    the method's name.
 * @param desc
 *    the method's descriptor (see [@link Type Type]).
 * @throws IllegalStateException
 *    If a subclass calls this constructor.
 */

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*/
/**
 * Constructs a new {@link LocalVariableAnnotationNode}. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the
 * {@link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
 * version.
 *
 * @param typeRef
 *     a reference to the annotated type. See {@link TypeReference}.
 * @param typePath
 *     the path to the annotated type argument, wildcard bound, array
 *     element type, or static inner type within 'typeRef'. May be
 *     <tt>null</tt> if the annotation targets 'typeRef' as a whole.
 * @param start
 *     the first instructions corresponding to the continuous ranges
 *     that make the scope of this local variable (inclusive).
 * @param end
 *     the last instructions corresponding to the continuous ranges
 *     that make the scope of this local variable (exclusive). This
 *     array must have the same size as the 'start' array.
 * @param index
 *     the local variable's index in each range. This array must have
 *     the same size as the 'start' array.
 * @param desc
 *     the class descriptor of the annotation class.
 */

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jar/org/objectweb/asm/optimizer/ClassConstantsCollector.java
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jar/org/objectweb/asm/ClassReader.java
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jar/org/objectweb/asm/util/TraceFieldVisitor.java
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jar/org/objectweb/asm/tree/analysis/Interpreter.java
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jar/org/objectweb/asm/tree/TableSwitchInsnNode.java
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* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-
jar/org/objectweb/asm/tree/FieldNode.java
* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-
jar/org/objectweb/asm/optimizer/NameMapping.java
* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-
jar/org/objectweb/asm/commons/TryCatchBlockSorter.java
* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-
jar/org/objectweb/asm/tree/analysis/SourceInterpreter.java
* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-
jar/org/objectweb/asm/tree/TypeAnnotationNode.java
* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-
jar/org/objectweb/asm/Attribute.java
* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-
jar/org/objectweb/asm/commons/InstructionAdapter.java
* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-
jar/org/objectweb/asm/util/CheckMethodAdapter.java
* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-
jar/org/objectweb/asm/tree/IntInsnNode.java
* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-
jar/org/objectweb/asm/optimizer/MethodOptimizer.java
* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-jar/org/objectweb/asm/Frame.java

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 */
/**
 * Constructs a new [link Textifier]. <i>Subclasses must not use this 
 * constructor</i>. Instead, they must use the [link Textifier(int)] 
 * version.
 */
@throws IllegalStateException
If a subclass calls this constructor.
*/

/** *
@throws IllegalStateException
If a subclass calls this constructor.
*/

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Creates a new [@link AnalyzerAdapter]. <i>Subclasses must not use this
constructor</i>. Instead, they must use the
[@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)]
version.

@param owner
   the owner's class name.
@param access
   the method's access flags (see [@link Opcodes]).
@param name
   the method's name.
@param desc
   the method's descriptor (see [@link Type Type]).
@param mv
   the method visitor to which this adapter delegates calls. May
   be <tt>null</tt>.
@throws IllegalStateException
   If a subclass calls this constructor.

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 */
/**
 * Constructs a new {@link ClassNode}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the {@link ClassNode(int)}
 * version.
 * 
 * @throws IllegalArgumentException
 * If a subclass calls this constructor.
 */

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* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-jar/org/objectweb/asm/util/Textifiable.java

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* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-
  jar/org/objectweb/asm/xml/SAXClassAdapter.java
* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-
  jar/org/objectweb/asm/xml/Processor.java
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  jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
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  jar/org/objectweb/asm/xml/ASMContentHandler.java
* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-
  jar/org/objectweb/asm/xml/SAXAdapter.java
* /opt/cola/permits/1137133819_1614022240.4/0/asm-commons-5-0-1-sources-1-
  jar/org/objectweb/asm/xml/SAXFieldAdapter.java

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*/
/**
 * Creates a new JSRInliner. &lt;i&gt;Subclasses must not use this
 * constructor&lt;/i&gt;. Instead, they must use the
 * { @link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
 * version.
 *
 * @param mv
 *      the &lt;code&gt;MethodVisitor&lt;/code&gt; to send the resulting inlined
 *      method code to (use &lt;code&gt;null&lt;/code&gt; for none).
 * @param access
 *      the method's access flags (see { @link Opcodes}). This
 *      parameter also indicates if the method is synthetic and/or
 *      deprecated.
 * @param name
 *      the method's name.
 * @param desc
 *      the method's descriptor (see { @link Type}).
 * @param signature
 *      the method's signature. May be &lt;tt&gt;null&lt;/tt&gt;.
 * @param exceptions
 *      the internal names of the method's exception classes (see
 *      { @link Type#getInternalName() getInternalName }). May be
 *      &lt;tt&gt;null&lt;/tt&gt;.
 * @throws IllegalStateException
 *      If a subclass calls this constructor.
 */

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b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.

c) Convey individual copies of the object code with a copy of the written offer to provide the Corresponding Source. This alternative is allowed only occasionally and noncommercially, and only if you received the object code with such an offer, in accord with subsection 6b.

d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the
Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.

e) Convey the object code using peer-to-peer transmission, provided you inform other peers where the object code and Corresponding Source of the work are being offered to the general public at no charge under subsection 6d.

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[This is the first released version of the library GPL. It is numbered 2 because it goes with version 2 of the ordinary GPL.]

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Most GNU software, including some libraries, is covered by the ordinary GNU General Public License, which was designed for utility programs. This license, the GNU Library General Public License, applies to certain designated libraries. This license is quite different from the ordinary one; be sure to read it in full, and don't assume that anything in it is the same as in the ordinary license.

The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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

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

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a “work based on the library” and a “work that uses the library”. The former contains code derived from the library, while the latter only works together with the library.

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

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

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

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

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

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

a) Accompany the work with the complete corresponding machine-readable source code for the Library including whatever changes were used in the work (which must be distributed under Sections 1 and 2 above); and, if the work is an executable linked with the Library, with the complete machine-readable "work that uses the Library", as object code and/or source code, so that the user can modify the Library and then relink to produce a modified executable containing the modified Library. (It is understood that the user who changes the contents of definitions files in the Library will not necessarily be able to recompile the application
b) Accompany the work with a written offer, valid for at least three years, to give the same user the materials specified in Subsection 6a, above, for a charge no more than the cost of performing this distribution.

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

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

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

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

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

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jar/io/netty/handler/ssl/PemReader.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
jar/io/netty/handler/ssl/OpenSslDefaultApplicationProtocolNegotiator.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
jar/io/netty/handler/ssl/BouncyCastleSelfSignedCertGenerator.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
jar/io/netty/handler/ssl/JdkSslServerContext.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
jar/io/netty/handler/ssl/JdkSslClientContext.java
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jar/io/netty/handler/ssl/util/SimpleTrustManagerFactory.java
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jar/io/netty/handler/ssl/SslContext.java
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jar/io/netty/handler/ssl/OpenSslNpnApplicationProtocolNegotiator.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
jar/io/netty/handler/ssl/OpenSslEngine.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
jar/io/netty/handler/ipfilter/package-info.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
jar/io/netty/handler/ssl/OpenSslEngineMap.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
jar/io/netty/handler/ssl/OpenSslNpnApplicationProtocolNegotiator.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
jar/io/netty/handler/ssl/SniHandler.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
jar/io/netty/handler/ssl/OidMap.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
jar/io/netty/handler/ssl/JdkSslContext.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
jar/io/netty/handler/ssl/SslUtils.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
jar/io/netty/handler/ssl/OpenSslSessionContext.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
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jar/io/netty/handler/ssl/SslContext.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
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* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
jar/io/netty/handler/ssl/SupportedCipherSuiteFilter.java
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  jar/io/netty/handler/traffic/GlobalTrafficShapingHandler.java
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  jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
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  jar/io/netty/handler/ssl/OpenSslJavaxX509Certificate.java
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  jar/io/netty/handler/ssl/ApplicationProtocolNames.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
  jar/io/netty/handler/ssl/ClientAuth.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
  jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
  jar/io/netty/handler/ssl/SslContextBuilder.java
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  jar/io/netty/handler/timeout/IdleState.java
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  jar/io/netty/handler/logging/LoggingHandler.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-
  jar/io/netty/handler/ssl/package-info.java
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  jar/io/netty/handler/stream/ChunkedWriteHandler.java
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* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-jar/io/netty/handler/ssl/SniCompletionEvent.java
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* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-jar/io/netty/handler/ssl/OptionalSslHandler.java
* /opt/cola/permits/1111556641_1606933705.88/0/netty-handler-4-1-22-final-sources-jar/io/netty/handler/ssl/Conscrypt.java
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* configure.ac, Makefile.am: The original versions were derived from the
ones in the XML Catalog Manager project, version 2.2.

   Author: Julio Merino <jmmv@users.sourceforge.net>

* atf-c/ui.c: The format_paragraph and format_text functions were
derived form the ones in the Monotone project, revision
3a0982da308228d796df35f98d787c5c72bb5b6.

   Author: Julio Merino <jmmv@NetBSD.org>

* atf-c++/detail/io.hpp, atf-c++/detail/io.cpp, atf-c++/detail/io_test.cpp:
These files were derived from the file_handle, systembuf, pipe and pistream
classes and tests found in the Boost.Process library.

   Author: Julio Merino <jmmv84@gmail.com>

* admin/check-style.sh, admin/check-style-common.awk,
admin/check-style-cpp.awk, admin/check-style-shell.awk: These files,
extcept the first one, were first implemented in the Buildtool project.
They were later adapted to be part of Boost.Process and, during that
process, the shell script was created.
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1.1313 saslprep 1.1

1.1314 jackson-datatype-jsr310 2.10.1

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/**
* {@link FactoryBean} that obtains a WebSphere {@link javax.management.MBeanServer} reference through WebSphere's proprietary {@code AdminServiceFactory} API, available on WebSphere 5.1 and higher.

* <p>Exposes the {@code MBeanServer} for bean references.

* <p>This {@code FactoryBean} is a direct alternative to {@link MBeanServerFactoryBean}, which uses standard JMX 1.2 API to access the platform's {@link MBeanServer}.

* <p>See the javadocs for WebSphere's


* and


* @author Juergen Hoeller
* @author Rob Harrop
* @since 2.0.3
* @see javax.management.MBeanServer
* @see MBeanServerFactoryBean
*/

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/**
 * Abstract the invocation of a cache operation.
 *
 * <p>Does not provide a way to transmit checked exceptions but provide a special exception that should be used to wrap any exception that was thrown by the underlying invocation. Callers are expected to handle this issue type specifically.
 *
 * @author Stephane Nicoll
 * @since 4.1
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 * /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/cache/interceptor/SimpleKey.java
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 * /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-jar/org/springframework/ejb/config/AbstractJndiLocatingBeanDefinitionParser.java
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* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-
jar/org/springframework/context/annotation/ImportAware.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-
jar/org/springframework/context/ApplicationEventPublisherAware.java
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  jar/org/springframework/remoting/support/RemoteInvocationFactory.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-
  jar/org/springframework/remoting/support/RemoteInvocationExecutor.java
* /opt/cola/permits/1135872461_1613620742.75/0/spring-context-5-2-12-release-sources-
  jar/org/springframework/jmx/export/SpringModelMBean.java
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* Indicates that a component is only eligible for registration when all
* [@linkplain #value specified conditions] match.
* 
* <p>A <em>condition</em> is any state that can be determined programmatically
* before the bean definition is due to be registered (see [@link Condition] for details).
* 
* <p>The [@code @Conditional] annotation may be used in any of the following ways:
* <ul>
* <li>as a type-level annotation on any class directly or indirectly annotated with
* [@code @Component], including [@link Configuration @Configuration] classes</li>
* <li>as a meta-annotation, for the purpose of composing custom stereotype
* annotations</li>
* <li>as a method-level annotation on any [@link Bean @Bean] method</li>
* </ul>
* 
* <p>If a [@code @Configuration] class is marked with [@code @Conditional],
* all of the [@code @Bean] methods, [@link Import @Import] annotations, and
* [@link ComponentScan @ComponentScan] annotations associated with that
* class will be subject to the conditions.
* 
* <p><strong>NOTE</strong>: Inheritance of [@code @Conditional] annotations
* is not supported; any conditions from superclasses or from overridden
* methods will not be considered. In order to enforce these semantics,
* [@code @Conditional] itself is not declared as
* [@link java.lang.annotation.Inherited @Inherited]; furthermore, any
* custom <em>composed annotation</em> that is meta-annotated with
* [@code @Conditional] must not be declared as [@code @Inherited].
* 
* @author Phillip Webb
* @author Sam Brannen
* @since 4.0
* @see Condition
*/

Found in path(s):
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  jar/org/springframework/context/annotation/Conditional.java

---

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Source Files
-----------

. The file `src/libs/snprintf/snprintf.c', written by Mark Martinec
  <mark.martinec@ijs.si>.

Please look into snprintf.c for the copyright message.

The complete snprintf package together with documentation is available from
The `grn' preprocessor, written by Barry Roithblat <barry@rentonww.com> and David Slattengren <slatteng@Xinet.COM>. These files have been part of the original Berkeley ditoff distribution, without AT&T code, and are in the public domain.

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src/preproc/grn/gprint.h
src/preproc/grn/hdb.cpp
src/preproc/grn/hgraph.cpp
src/preproc/grn/hpoint.cpp
src/preproc/grn/main.cpp

The `gxditview' output device. It is based on X11's `xditview' program and thus has the X license.

src/devices/xditview/DESC.in
src/devices/xditview/Dvi.c
src/devices/xditview/Dvi.h
src/devices/xditview/DviP.h
src/devices/xditview/FontMap
src/devices/xditview/GXditview.ad
src/devices/xditview/Menu.h
src/devices/xditview/ad2c
src/devices/xditview/device.c
src/devices/xditview/device.h
src/devices/xditview/draw.c
src/devices/xditview/font.c
src/devices/xditview/gray1.bm
src/devices/xditview/gray2.bm
src/devices/xditview/gray3.bm
src/devices/xditview/gray4.bm
src/devices/xditview/gray5.bm
src/devices/xditview/gray6.bm
src/devices/xditview/gray7.bm
src/devices/xditview/gray8.bm
src/devices/xditview/gxditview.man
src/devices/xditview/lex.c
src/devices/xditview/page.c
src/devices/xditview/pause.c
src/devices/xditview/xdit.bm
src/devices/xditview/xdit_mask.bm
src/devices/xditview/xditview.c

src/include/DviChar.h
src/include/XFontName.h

src/libs/libxutil/DviChar.c
src/libs/libxutil/XFontName.c

Macro Packages
---------------

. The -mdoc macro set, using the BSD license.

  tmac/doc.tmac
tmac/doc-old.tmac
tmac/doc-common
tmac/doc-ditroff
tmac/doc-nroff
tmac/doc-syms
tmac/groff_mdoc.man

. The -me macro set, using the BSD license.

  tmac/e.tmac
tmac/groff_me.man
doc/meintro.me
doc/meref.me

Hyphenation Patterns
---------------------

. The file `tmac/hyphen.us' is identical to the file `hyphen.tex', part of
  the TeX system written by Donald E. Knuth; the master file can be found
  at

    ftp://labrea.stanford.edu/pub/tex/dist/lib/hyphen.tex

  It has been renamed for consistency, i.e., to make patterns available
  under the filenames `hyphen.<language>', e.g. `hyphen.de' or
  `hyphen.uk'.

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. The file `tmac/hyphen.fr' contains the same patterns as the file
  `frhypf.tex' (for TeX), which can be found at

    http://dante.ctan.org/CTAN/language/hyphenation/frhypf.tex

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. The file `tmac/hyphen.sv' is identical to the file `svhyph.tex', which can be found at

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. The files `tmac/hyphen.det' and `tmac/hyphen.den' contain the same patterns as the files `dehyphn.tex' and `dehypt.tex' (for TeX), which can be found at

   http://dante.ctan.org/CTAN/language/hyphenation/dehyphn.tex
   http://dante.ctan.org/CTAN/language/hyphenation/dehypt.tex

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. The file `tmac/hyphenex.det' is identical to the file `dehyphtex.tex', which can be found at

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. The file `tmac/hyphen.cs' contains the same patterns as the file `czhyphen.tex' (for TeX), which can be found in the archive

   http://dante.ctan.org/CTAN/macros/cstex/base/csplain.tar.gz

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* /opt/cola/permits/1142949798_1615493952.58/0/grpc-netty-1-20-0-sources-jar/io/grpc/netty/NettyServerBuilder.java
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jar/io/grpc/netty/ProtocolNegotiator.java
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jar/io/grpc/netty/WriteQueue.java
* /opt/cola/permits/1142949798_1615493952.58/0/grpc-netty-1-20-0-sources-
jar/io/grpc/netty/NettyWritableBufferAllocator.java
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jar/io/grpc/netty/JettyTlsUtil.java
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jar/io/grpc/netty/AbstractNettyHandler.java
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jar/io/grpc/netty/SendPingCommand.java
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jar/io/grpc/netty/GrpcSslContexts.java
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jar/io/grpc/netty/package-info.java
* /opt/cola/permits/1142949798_1615493952.58/0/grpc-netty-1-20-0-sources-
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jar/io/grpc/netty/CancelServerStreamCommand.java
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* /opt/cola/permits/1142949798_1615493952.58/0/grpc-netty-1-20-0-sources-
jar/io/grpc/netty/NettyChannelProvider.java
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  jar/net/bytebuddy/jar/asm/signature/SignatureWriter.java
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1.1337 geronimojmssspec 1.1.1

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1.1341 activation 1.1

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Mesa 3-D graphics library
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1.12.1/src/python/grpcio/grpc/_plugin_wrapping.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/src/python/grpcio/grpc/_cython/_cygrpc/__init__.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/src/python/grpcio/grpc/auth.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/src/python/grpcio/grpc/framework/__init__.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  third_party/boringssl/third_party/googletest/scripts/upload.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/src/python/grpcio/grpc/beta/_metadata.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/src/python/grpcio/grpc/beta/_common.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/src/python/grpcio/grpc/framework/foundation/callable_util.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/src/python/grpcio/grpc/framework/foundation/future.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/gpr/spinlock.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/transport/timeout_encoding.h
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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  1.12.1/third_party/boringssl/decrepit/des/cfb64ede.c
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 */

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/* zutil.h -- internal interface and configuration of the compression library
 * Copyright (C) 1995-2016 Jean-loup Gailly, Mark Adler
 * For conditions of distribution and use, see copyright notice in zlib.h
 */

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/zutil.h
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/* inflate9.h -- internal inflate state definition
 * Copyright (C) 1995-2003 Mark Adler
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 */

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1.12.1/third_party/boringssl/decrepit/dh/dh_decrepit.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/decrepit/dsa/dsa_decrepit.c

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/test/test_util.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/fipsmodule/ec/p256-64.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/ssl/ssl_key_share.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/cmac/cmac_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/pkcs8/pkcs8_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/pbkdf_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/bn_extra/bn_extra.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/refcount_c11.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/thread_win.c
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  1.12.1/third_party/boringssl/crypto/pkcs8/pkcs8_test.cc
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/debug/stats_data.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/transport/chttp2/transport/http2_settings.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/ext/transport/chttp2/transport/http2_settings.h

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// +build amd64,!gccgo,!appengine

// func cswap(inout *[5]uint64, v uint64)
TEXT ~cswap(SB),7,S0
MOVQ inout+0(FP),DI
MOVQ v+8(FP),SI

CMPQ SLS1
MOVQ 0(DI),SI
MOVQ 80(DI),DX
MOVQ 8(DI),CX
MOVQ 88(DI),R8
MOVQ SILR9
CMOVQEQQ DX,SI
CMOVQEQQ R9,DX
MOVQ CX,R9
CMOVQEQQ R8,CX
CMOVQEQQ R9,R8
MOVQ SI,0(DI)
MOVQ DX,80(DI)
MOVQ CX,8(DI)
MOVQ R8,88(DI)
MOVQ 16(DI),SI
MOVQ 96(DI),DX
MOVQ 24(DI),CX
MOVQ 104(DI),R8
MOVQ SILR9
CMOVQEQQ DX,SI
CMOVQEQQ R9,DX
MOVQ CX,R9
CMOVQEQQ R8,CX
CMOVQEQQ R9,R8
MOVQ SI,16(DI)
MOVQ DX,96(DI)
MOVQ CX,24(DI)
MOVQ R8,104(DI)
MOVQ 32(DI),SI
MOVQ 112(DI),DX
MOVQ 40(DI),CX
MOVQ 120(DI),R8
MOVQ SILR9
CMOVQEQ DX,SI
CMOVQEQ R9,DX
MOVQ CX,R9
CMOVQEQ R8,CX
CMOVQEQ R9,R8
MOVQ SL32(DI)
MOVQ DX,112(DI)
MOVQ CX,40(DI)
MOVQ R8,120(DI)
MOVQ 48(DI),SI
MOVQ 128(DI),DX
MOVQ 56(DI),CX
MOVQ 136(DI),R8
MOVQ SI,R9
CMOVQEQ DX,SI
CMOVQEQ R9,DX
MOVQ CX,R9
CMOVQEQ R8,CX
CMOVQEQ R9,R8
MOVQ SI,48(DI)
MOVQ DX,128(DI)
MOVQ CX,56(DI)
MOVQ R8,136(DI)
MOVQ 64(DI),SI
MOVQ 144(DI),DX
MOVQ 72(DI),CX
MOVQ 152(DI),R8
MOVQ SL,R9
CMOVQEQ DX,SI
CMOVQEQ R9,DX
MOVQ CX,R9
CMOVQEQ R8,CX
CMOVQEQ R9,R8
MOVQ SI,64(DI)
MOVQ DX,144(DI)
MOVQ CX,72(DI)
MOVQ R8,152(DI)
MOVQ DI,AX
MOVQ SL,DX
RET

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* /opt/cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/ssl/test/runner/curve25519/cswap_amd64.s
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  1.12.1/third_party/boringssl/ssl/t1_enc.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/ cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/ares_parse_ns_reply.c
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* /opt/ cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/ares_free_hostent.c
* /opt/ cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/ares_getenv.c
* /opt/ cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/ares_getenv.h
* /opt/ cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/ares_writev.c
* /opt/ cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/ares_mkquery.c
* /opt/ cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/ares_llist.h
* /opt/ cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/ares_send.c
* /opt/ cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/ares_writev.h
* /opt/ cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/strcasecmp.c
* /opt/ cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/llist.c
* /opt/ cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/search.c
* /opt/ cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/timeout.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/cares/cares/ares_create_query.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/cares/cares/ares_strcmp.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/cares/cares/ares_strdup.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/cares/cares/ares_dup.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/cares/cares/ares_hostent.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/cares/cares/ares_strerror.c

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/ssl/test/runner/curve25519/freeze_amd64.s
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/ssl/test/runner/poly1305/sum_amd64.s
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/ssl/test/runner/mul_amd64.s
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/ssl/test/runner/ladderstep_amd64.s
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/ssl/test/runner/square_amd64.s

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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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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files http://tools.ietf.org/html/rfc1950 (zlib format), rfc1951 (deflate format) and rfc1952 (gzip format).

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/** Signal that the call is cacheable. GRPC is free to use GET verb */

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/ares__timeval.c
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/* compress.c -- compress a memory buffer
 * Copyright (C) 1995-2005, 2014, 2016 Jean-loup Gailly, Mark Adler
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 */

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/compress.c
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version 2.2, 14 Aug 2012

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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  1.12.1/third_party/cares/cares/ares_parse_soa_reply.c
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/* infback9.c -- inflate deflate64 data using a call-back interface
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*/

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  1.12.1/third_party/zlib/contrib/infback9/infback9.c

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/* zconf.h -- configuration of the zlib compression library
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/fipsmodule/cipher/e_aes.c
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 * Original file name getopt.c Initial import into the c-ares source tree
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 *
 */
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 * getopt.c --
 *
 * Standard UNIX getopt function. Code is from BSD.
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/src/core/ext/filters/client_channel/resolver/fake/fake_resolver.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/src/core/ext/filters/workarounds/workaround_cronet_compression_filter.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
Utilities for constant-time cryptography.

* Author: Emilia Kasper (emilia@openssl.org)
* Based on previous work by Bodo Moeller, Emilia Kasper, Adam Langley (Google).
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   */opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio- 
1.12.1/third_party/boringssl/fipstools/test_fips.c 
   */opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio- 
1.12.1/third_party/boringssl/fipstools/cavp_test_util.h 
   */opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio- 
1.12.1/third_party/boringssl/fipstools/fipsmodule/is_fips.c 
   */opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio- 
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1.12.1/third_party/boringssl/fipstools/cavp_sha_test.cc 
   */opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio- 
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/fipstools/cavp_hmac_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/ssl/ssl_versions.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/ssl/test/fuzzer_tags.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/ssl/test/fuzzer.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/cipher_extra/e_aesgcmsiv.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/test/gtest_main.h
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// CRYPTO_is_confidential_build returns one if the linked version of BoringSSL
// has been built with the BORINGSSL_CONFIDENTIAL define and zero otherwise.

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/includeopenssl/crypto.h

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/* blast.c
* Copyright (C) 2003, 2012, 2013 Mark Adler
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* version 1.3, 24 Aug 2013
*
* blast.c decompresses data compressed by the PKWare Compression Library.
* This function provides functionality similar to the explode() function of
* the PKWare library, hence the name "blast".
*
* This decompressor is based on the excellent format description provided by
* Ben Rudiak-Gould in comp.compression on August 13, 2001. Interestingly, the
* example Ben provided in the post is incorrect. The distance 110001 should
* instead be 111000. When corrected, the example byte stream becomes:
*
* 00 04 82 24 25 8f 80 7f
*
* which decompresses to "AIAIAIAIAIAIA" (without the quotes).
*/

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/include/openssl/ex_data.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/fipsmodule/bn/gcd.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/fipsmodule/bn/prime.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/internal.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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  1.12.1/third_party/boringssl/ssl/d1_pkt.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/include/openssl/asn1t.h
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/* unzip.h -- IO for uncompress .zip files using zlib
Version 1.1, February 14h, 2010
part of the MiniZip project - ( http://www.winimage.com/zLibDll/minizip.html )

Copyright (C) 1998-2010 Gilles Vollant (minizip) ( http://www.winimage.com/zLibDll/minizip.html )

Modifications of Unzip for Zip64
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Modifications for Zip64 support on both zip and unzip
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For more info read MiniZip_info.txt

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Changes

See header of unzip64.c

*/

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*/opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/contrib/minizip/unzip.h

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  1.12.1/third_party/address_sorting/address_sorting_posix.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/address_sorting/include/address_sorting/address_sorting.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/address_sorting/address_sorting.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/address_sorting/address_sorting_internal.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/address_sorting/address_sorting_windows.c

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// This implementation was taken from the public domain, neon2 version in

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/poly1305/poly1305_arm.c

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/* inffas8664.c is a hand tuned assembler version of inffast.c - fast decoding
* version for AMD64 on Windows using Microsoft C compiler
*
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*
* 2005 - Adaptation to Microsoft C Compiler for AMD64 by Gilles Vollant
*
* inffas8664.c call function inffas8664fnc in inffasx64.asm
* inffasx64.asm is automatically convert from AMD64 portion of inffas86.c
*
* Dec-29-2003 -- I added AMD64 inflate asm support. This version is also
* slightly quicker on x86 systems because, instead of using rep movsb to copy
* data, it uses rep movsw, which moves data in 2-byte chunks instead of single
* bytes. I've tested the AMD64 code on a Fedora Core 1 + the x86_64 updates
* from http://fedora.linux.duke.edu/fcl_x86_64
* which is running on an Athlon 64 3000+ / Gigabyte GA-K8VT800M system with
* 1GB ram. The 64-bit version is about 4% faster than the 32-bit version,
* when decompressing mozilla-source-1.3.tar.gz.
*
* Mar-13-2003 -- Most of this is derived from inffast.S which is derived from
* the gcc -S output of zlib-1.2.0/inffast.c. Zlib-1.2.0 is in beta release at
* the moment. I have successfully compiled and tested this code with gcc2.96,
* gcc3.2, icc5.0, msvc6.0. It is very close to the speed of inffast.S
* compiled with gcc -DNO_MMX, but inffast.S is still faster on the P3 with MMX
* enabled. I will attempt to merge the MMX code into this version. Newer
* versions of this and inffast.S can be found at
* http://www.eetbeetee.com/zlib/ and http://www.charm.net/~christop/zlib/
*
*/
Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/contrib/masmx64/inffas8664.c
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/* inftree9.h -- header to use inftree9.c
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*/

Found in path(s):
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// This code was translated into a form compatible with 6a from the public
// domain sources in SUPERCOP: http://bench.cr.yp.to/supercop.html

// +build amd64,!gccgo,!appengine

// These constants cannot be encoded in non-MOVQ immediates.
// We access them directly from memory instead.

DATA ·_121666_213(SB)/8, $996687872
GLOBL ·_121666_213(SB), 8, $8

DATA ·_2P0(SB)/8, $0xFFFFFFFFFFFDA
GLOBL ·_2P0(SB), 8, $8

DATA ·_2P1234(SB)/8, $0xFFFFFFFFFFE
GLOBL ·_2P1234(SB), 8, $8

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/ssl/test/runner/curve25519/const_amd64.s
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/* uncompr.c -- decompress a memory buffer
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*/

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/uncompr.c
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  1.12.1/src/core/lib/json/json_reader.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/include/grpc/census.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/src/core/lib/iomgr/ev_poll_posix.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/src/core/lib/surface/completion_queue.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/src/core/lib/surface/completion_queue.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/src/core/lib/security/credentials/composite/composite_credentials.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/src/core/ext/filters/client_channel/resolver/sockaddr/sockaddr_resolver.cc
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/ssl/d1_lib.cc
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509v3/v3_sxnet.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509v3/v3_info.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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1.12.1/third_party/boringssl/third_party/googletest/test/gtest_break_on_failure_unittest_.cc
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1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/include/gtest/gtest.h
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1.12.1/third_party/boringssl/third_party/googletest/codegear/gtest_link.cc
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1.12.1/third_party/cares/cares/test/gmock-1.7.0/include/gmock/gmock-matchers.h
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1.12.1/third_party/boringssl/third_party/googletest/test/gtest_catch_exceptions_test_.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/third_party/googletest/test/production.h
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1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/include/gtest/gtest-param-test.h
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1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/include/gtest/gtest_prod.h
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1.12.1/third_party/cares/cares/test/gmock-1.7.0/include/gmock/gmock-generated-actions.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/test/gtest_color_test_.cc
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1.12.1/third_party/cares/cares/test/gmock-1.7.0/test/gmock-internal-utils_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/third_party/googletest/test/gtest-death-test_test.cc
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1.12.1/third_party/boringssl/third_party/googletest/test/gtest_port_test.cc
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  1.12.1/third_party/cares/cares/ares_parse_txt_reply.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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  1.12.1/third_party/boringssl/crypto/pem/pem_x509.c
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/cares/cares/ares__get_hostent.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-  
1.12.1/third_party/boringssl/crypto/fipsmodule/rsa/blinding.c
No license file was found, but licenses were detected in source scan.

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 * 
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 * by Eric Young (eay@cryptsoft.com).
 * The implementation was written so as to conform with Netscapes SSL.
 * 
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Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/conf/conf_def.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/include/openssl/x509_vfy.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/include/openssl/asn1.h
No license file was found, but licenses were detected in source scan.

/* zip.h -- IO on .zip files using zlib
Version 1.1, February 14th, 2010
part of the MiniZip project - ( http://www.winimage.com/zLibDll/minizip.html )

Copyright (C) 1998-2010 Gilles Vollant (minizip) ( http://www.winimage.com/zLibDll/minizip.html )

Modifications for Zip64 support
Copyright (C) 2009-2010 Mathias Svensson ( http://result42.com )

For more info read MiniZip_info.txt

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Changes

See header of zip.h

*/

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/contrib/minizip/zip.h
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/*
* puff.c
* Copyright (C) 2002-2013 Mark Adler
* For conditions of distribution and use, see copyright notice in puff.h
* version 2.3, 21 Jan 2013
*
* puff.c is a simple inflate written to be an unambiguous way to specify the
deflate format. It is not written for speed but rather simplicity. As a
* side benefit, this code might actually be useful when small code is more
* important than speed, such as bootstrap applications. For typical deflate
* data, zlib's inflate() is about four times as fast as puff(). zlib's
* inflate compiles to around 20K on my machine, whereas puff.c compiles to
* around 4K on my machine (a PowerPC using GNU cc). If the faster decode()
* function here is used, then puff() is only twice as slow as zlib's
* inflate().
*
* All dynamically allocated memory comes from the stack. The stack required
* is less than 2K bytes. This code is compatible with 16-bit int's and
* assumes that long's are at least 32 bits. puff.c uses the short data type,
* assumed to be 16 bits, for arrays in order to conserve memory. The code
* works whether integers are stored big endian or little endian.
*
* In the comments below are "Format notes" that describe the inflate process
* and document some of the less obvious aspects of the format. This source
* code is meant to supplement RFC 1951, which formally describes the deflate
* format:
*
* http://www.zlib.org/rfc-deflate.html
*/

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/zlib/contrib/puff/puff.c
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/ares.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/cares/cares/ares_init.c
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/* infback.c -- inflate using a call-back interface
 * Copyright (C) 1995-2016 Mark Adler
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 */

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/infback.c
No license file was found, but licenses were detected in source scan.

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/include/openssl/ec.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/ec/simple.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/ec/wnaf.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/ec/key.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/ec/key.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/ec/internal.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/ec/ec.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/ec/oct.c

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/* gzlib.c -- zlib functions common to reading and writing gzip files
 * Copyright (C) 2004-2017 Mark Adler
 * For conditions of distribution and use, see copyright notice in zlib.h
 */

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/gzlib.c

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/ec/p256-x86_64-table.h
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  1.12.1/third_party/boringssl/third_party/googletest/test/gtest-unittest-api_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-1-1-tar-gz/grpcpio-
  1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/test/gtest-unittest-api_test.cc
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# Subject: CN=GlobalSign Root CA O=GlobalSign nv-sa OU=Root CA
# Label: "GlobalSign Root CA"
# Serial: 4835703278459707669005204
# SHA256 Fingerprint:

-----BEGIN CERTIFICATE-----
MIIDdTCCAl2gAwIBAgILBAAAAAABFUtaw5QwDQYJKoZIhvcNAQEFBQAwVzELMAkG
A1UEBhMCQkUxGTAXBgNVBAoTEEdsb2JhbFNpZ24gbnYtc2ExE indemnification
b3QgQ0ExGzAZBgNVBAMTEkdsb2JhbFNpZ24gUm9vdCBDQTaeFw05ODA5MDEzMyAw
MDAwFV0yODAxMjgxMjAwMDBaMFcxCzAJBgNVBAYTAkJFMRkwFwYDVQQKEwJhgba9
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9iF7+ryUp9/k5DPAgMBAAGjJQJBAAMA4G1aUdDwEB/wQEAwIBBjAPBgNVHRMBAf8E
K0vRwvtKTY7tgHalZ7d4QMbZshowNtTK91euHaYNZOLGp18EzoOHu3hs/JJBQe
sYGp4xZ24xGdla/ECNDyryUpUkAh90KgCdCcnnizYah3edVeCk3W7xAmOrhRSGIVuX
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TXzWnLlPKQP5L6QstrlzgYyVYa9rsmRMDuSYB3Xb9+5CFVghTAp+xTlpgmG4zU/
HoZdenovVgeAujUvBcAkCaTvAJaJG/+ETnTZVcwQ5N328mz8MY1Wjmq3DWHcAIH
4QIDAQABoIowUQDAOBgNVHQ8BBAIfEBMACAQYwDwYDVROTAQH/BAUwAwEB/zAdBgNV
HQ4EfgQUVeSB0RGAvtiJuQijMfmhJakWuXAwDQYJKoZIhlvcaNAQEFBQADggEBADub
j1abMoDtmx6eadN19cZhZD7b/Km3x3yY/+WziT6Qsh8Nh8mPnYt/4xmf3IDEo
U8aAghOY+rat1098c5u9h9rU1t7M+VrXR9c3h8dJ1csHsm7mhpElesYT6Yf
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bYQLC+jerXmCHG+ce8sENfMFFY3t7ClzJpDC5gcJCns2eb0gIFvBv/Er
fF6adULzKvMV8gZRZVE=---END CERTIFICATE-----

# Issuer: CN=Baltimore CyberTrust Root O=Baltimore OU=CyberTrust
# Subject: CN=Baltimore CyberTrust Root O=Baltimore OU=CyberTrust
# Label: "Baltimore CyberTrust Root"

# Serial: 33545617
# SHA256 Fingerprint:

---END CERTIFICATE-----

# Issuer: CN=AddTrust External CA Root O=AddTrust AB OU=AddTrust External TTP Network
# Subject: CN=AddTrust External CA Root O=AddTrust AB OU=AddTrust External TTP Network
# Label: "AddTrust External Root"
# SHA256 Fingerprint:

-----BEGIN CERTIFICATE-----
MIIFbDCCA15gAwIBAgIBATANBgkqhkiG9w0BAQUFADBHMQswCQYDVQQGEwJVUzE
MBEQG1UEAENMBWNvY3JrdDoaW5ld3MiMIGfMA0GCSqGSIb3DQEBAQUAA4ICDw
AQABAgEBADSIGDQgBLYQI/LCEeF0tKlCvOcIb864Rd3b3iWJLbafK6kZfG24	

# Issuer: CN=Visa eCommerce Root O=VISA OU=VISA International Service Association
# Subject: CN=Visa eCommerce Root O=VISA OU=VISA International Service Association

# Label: "Visa eCommerce Root"
# Serial: 2595218077628583604824890241505565794

-----BEGIN CERTIFICATE-----
# Label: "QuoVadis Root CA 2"
# Serial: 1289
# MD5 Fingerprint: 5e:39:7b:db:f8:8a:be:ca:82:9e:ac:62:ba:0c:54:00:2b
# SHA256 Fingerprint:

---BEGIN CERTIFICATE-----
MIIFczCCA5+gAwIBAgICBQkwDQYJKoZIhvcNAQEFBQAwRTELMAkGA1UEBhMCQk0x
GTAXBgNVBAoTEFF1b1ZhZGlvc2l0aCB0aGlzIENvbXBvcnQgQ0EgMjAeFw0wNjExMjQxODI3MDBaFw0zMTExMjQxODI3MzEw
aHR0cDovL3d3dy5yY29yZC5sb2NhdGlvbi5jb20wYXluY2luZ2Vuc2l0aCB0aGlzIENvbXBvcnQgQ0EgMjAeFw0wNjExMjQxODI3MDBa
Y29yZC5sYW5uZWxlc21lbGUoY2FjaGVzdC5jcmwvY2FjaGVzdC5sYW5uZWxlc21lbGUoY2FjaGVzdC5jcmwvY2FjaGVzdC5sYW5uZWxlc21lb

---END CERTIFICATE-----
# Label: "QuoVadis Root CA 3"
# Serial: 1478
# SHA256 Fingerprint:

---END CERTIFICATE-----
# Issuer: CN=QuoVadis Root CA 3 O=QuoVadis Limited
# Subject: CN=QuoVadis Root CA 3 O=QuoVadis Limited
# Label: "QuoVadis Root CA 3"
# Serial: 1478
# SHA256 Fingerprint:

---END CERTIFICATE-----
Open Source Used In DCNM 12.12.0(2) 12091
enuix/U0F47ZEUD0/CwqTRV/p2JdLiXTAAsgh10+Re49L2L7ShZ3U0WixeDyLj1
xy16paq8U4Zt3VekyyggQQt08PT7dl5WXx599dkeM1tbi71cZBDz1OifmgAKhynp
VSYJACPq4xJDKvHTCN2MQwpLbqJlIlapBUlhbl90TSrE9atvNziPTnPvT51cKey
WQPJIr5PnVNeTeltltQKbf13QBFgmh95DmK/D5fs48f5Q=
-----END CERTIFICATE-----

# Issuer: O=Government Root Certification Authority
# Subject: O=Government Root Certification Authority
# Label: "Taiwan GRCA"
# Serial: 420307080770824159991140556527066870
# SHA256 Fingerprint:
-----BEGIN CERTIFICATE-----
MIIFcjCCA1qgAwIBAgIQH51ZWtvcwvZEpYAlaeNe9jANBkgkkhiG9w0BAQUFADA/
MQswCQYDVQQGEwJUVzowMB4XDTAyMTIwNTEzMjMzMTowPzELMAkGA1UEBhMCVFCx
MDAwNgZ29XJHwvOWgVwCuBCS6h901ETnCpRmljYXRpb24gQXV0aG9yaXR5MB4X
DTAyMTIwNTEzMjMzM1owPzELMAkGA1UEBhMCVFCxMDAwNgZ29XJHwvOWgVwCuBCS6h
Y2FuaWtpZnJvdEBnNVBAoM0dvdWVycmlvbnM1bnQgUm9vdCBBDXJ0aWZpY2FuaWtp
Y2FuaWtpZnJvdEBnNVBAoM0dvdWVycmlvbnM1bnQgUm9vdCBBDXJ0aWZp
-----END CERTIFICATE-----

# Issuer: O=DigiCert Assured ID Root CA O=DigiCert Inc OU=www.digicert.com

-----END CERTIFICATE-----

# Issuer: CN=DigiCert Assured ID Root CA O=DigiCert Inc OU=www.digicert.com
# Subject: CN=DigiCert Assured ID Root CA O=DigiCert Inc OU=www.digicert.com
# Label: "DigiCert Assured ID Root CA"
# Serial: 171547179341205878621677941947017425081
# MD5 Fingerprint: 87:ce:0b:7b:2a:0e:49:00:e1:58:71:9b:37:a8:93:72

--- BEGIN CERTIFICATE-----
MIIDCgSIGaBMA4GCSqGSIb3DQEFAAOCAgIBAQBAdDwEBwQEAwIBhjA1DdQgA1UdE1wEBwIBADANBgkqhkiG9w0BAQUFAAOCAQ8AMIIBCgKCAQEA+

# Issuer: CN=DigiCert Global Root CA O=DigiCert Inc OU=www.digicert.com
# Subject: CN=DigiCert Global Root CA O=DigiCert Inc OU=www.digicert.com
# Label: "DigiCert Global Root CA"
# Serial: 1094471958952040374951823963794454346

--- BEGIN CERTIFICATE-----
# Issuer: CN=thawte Primary Root CA O=thawte, Inc. OU=Certification Services Division/(c) 2006 thawte, Inc. - For authorized use only
# Subject: CN=thawte Primary Root CA O=thawte, Inc. OU=Certification Services Division/(c) 2006 thawte, Inc. - For authorized use only
# Label: "thawte Primary Root CA"
# Serial: 6952918199203920356629895373877129409090
-----BEGIN CERTIFICATE-----
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-----END CERTIFICATE-----

# SHA256 Fingerprint:
-----BEGIN CERTIFICATE-----
MIIDfDCCAmSgAwIBAgIQGKy1av1pthU6y2yv2rvrEoTANBgkqhkiG9w0BAQUFADBYMQswCQYDVQQGEwJVUzEVMBQGA1UEChMNR2VvVHJlc3QwMTU1MDAwMB4xGCAwGAwEB
-----END CERTIFICATE-----

# SHA256 Fingerprint:
-----BEGIN CERTIFICATE-----
MIIEIDCCAwgAwIBAgIQLQK1yav1pthU6y2yv2rvrEoTANBgkqhkiG9w0BAQUFADBYMQswCQYDVQQGEwJVUzEVMBQGA1UEChMNR2VvVHJlc3QwMTU1MDAwMB4xGCAwGAwEB
-----END CERTIFICATE-----

# SHA256 Fingerprint:
-----BEGIN CERTIFICATE-----
MIIEIDCCAwgAwIBAgIQLQK1yav1pthU6y2yv2rvrEoTANBgkqhkiG9w0BAQUFADBYMQswCQYDVQQGEwJVUzEVMBQGA1UEChMNR2VvVHJlc3QwMTU1MDAwMB4xGCAwGAwEB
-----END CERTIFICATE-----

# SHA256 Fingerprint:
-----BEGIN CERTIFICATE-----
MIIEIDCCAwgAwIBAgIQLQK1yav1pthU6y2yv2rvrEoTANBgkqhkiG9w0BAQUFADBYMQswCQYDVQQGEwJVUzEVMBQGA1UEChMNR2VvVHJlc3QwMTU1MDAwMB4xGCAwGAwEB
-----END CERTIFICATE-----
Open Source Used In DCNM 12.12.0(2)  12098

---END CERTIFICATE-----
---BEGIN CERTIFICATE-----

-----END CERTIFICATE-----

---BEGIN CERTIFICATE-----

-----END CERTIFICATE-----

---BEGIN CERTIFICATE-----

-----END CERTIFICATE-----
# Subject: O=Chunghwa Telecom Co., Ltd. OU=PKI Root Certification Authority
# Label: "ePKI Root Certification Authority"
# Serial: 289560886273518955030529057352760477
# SHA256 Fingerprint: 

-----BEGIN CERTIFICATE-----
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-----END CERTIFICATE-----

# Issuer: O=certSIGN OU=certSIGN ROOT CA
# Subject: O=certSIGNOU=certSIGN ROOT CA
# Label: "certSIGN ROOT CA"
# Serial: 35210227249154
# SHA256 Fingerprint: 

Open Source Used in DCNM 12 12.0(2) 12105
---BEGIN CERTIFICATE-----
MIIDhDCAwtaAwIBAgIQL4D+I4wOlQg9ZxIokYesszAKBggqhkjOPQDAcCBByjEyAzBMA0GCSqGSIb3DQEBAUA4ggYDVR0TaiBDAIIBAIB+ID+L
MIIDhDCAwtaAwIBAgIQL4D+I4wOlQg9ZxIokYesszAKBggqhkjOPQDAcCBByjEyAzBMA0GCSqGSIb3DQEBAUA4ggYDVR0TaiBDAIIBAIB+ID+L
---END CERTIFICATE-----

# Issuer: CN=NetLock Arany (Class Gold) Fstantrvny O=NetLock Kft. OU=Tanstvnykiadk (Certification Services)
# Subject: CN=NetLock Arany (Class Gold) Fstantrvny O=NetLock Kft. OU=Tanstvnykiadk (Certification Services)
# Label: "NetLock Arany (Class Gold) Fstantrvny"
# Serial: 80544274841616

---END CERTIFICATE-----
Open Source Used In DCNM 12.12.0(2) 12111

Bjt+

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---END CERTIFICATE-----

# Issuer: CN=Staat der Nederlanden Root CA - G2 O=Staat der Nederlanden
# Subject: CN=Staat der Nederlanden Root CA - G2 O=Staat der Nederlanden
# Label: "Staat der Nederlanden Root CA - G2"
# Serial: 10000012
# SHA256 Fingerprint:

-----BEGIN CERTIFICATE-----

# Issuer: CN=Staat der Nederlanden Root CA - G2 O=Staat der Nederlanden
# Subject: CN=Staat der Nederlanden Root CA - G2 O=Staat der Nederlanden
# Label: "Staat der Nederlanden Root CA - G2"
# Serial: 10000012
# SHA256 Fingerprint:

-----BEGIN CERTIFICATE-----
### Certificate 1:

**Issuer:** CN=GlobalSign O=GlobalSign OU=GlobalSign Root CA - R3  
**Subject:** CN=GlobalSign O=GlobalSign OU=GlobalSign Root CA - R3  
**Label:** "GlobalSign Root CA - R3"  
**Serial:** 48357032784597594260299954  

---BEGIN CERTIFICATE-----

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WD9f  
---END CERTIFICATE-----

### Certificate 2:

**Issuer:** CN=Autoridad de Certificacion Firmaprofesional CIF A62634068  
**Subject:** CN=Autoridad de Certificacion Firmaprofesional CIF A62634068  
**Label:** "Autoridad de Certificacion Firmaprofesional CIF A62634068"  
**Serial:** 6047274297262753887  
**SHA1 Fingerprint:** ae:c5:fb:3f:c8:e1:bf:c4:e5:4f:03:07:5a:9a:e8:00:b7:f7:b6:fa  

---BEGIN CERTIFICATE-----

MIIGFDCCAygAwIBAgILBAAAABIIWzTCKIwdDQYJKoZIhvcNAQELBQAQAwTDEgMB4G
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WD9f  
---END CERTIFICATE-----
Program Name: DCNM-12.12.0(2)

# Issuer: CN=AffirmTrust Networking O=AffirmTrust
# Subject: CN=AffirmTrust Networking O=AffirmTrust
# Label: "AffirmTrust Networking"
# Serial: 597353822702647757
# SHA256 Fingerprint:

-----BEGIN CERTIFICATE-----
MIIDTDCCAjSgAwIBAgIIfE8EORzUmS0wDQYJKoZIhvcNAQEFBQAwRDELMAkGA1UEBhMCVVMxFDASBgNVBAoMC0FmZmlybVRydXN0MR8wHQYDVQQDDBZBZmZpcm1UcnVz
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-----END CERTIFICATE-----
# Issuer: CN=AffirmTrust Premium O=AffirmTrust
# Subject: CN=AffirmTrust Premium O=AffirmTrust
# Label: "AffirmTrust Premium"
# Serial: 789370640734352110
# SHA256 Fingerprint:

-----BEGIN CERTIFICATE-----
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-----END CERTIFICATE-----
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-----END CERTIFICATE-----

# Issuer: CN=AffirmTrust Premium ECC O=AffirmTrust
# Subject: CN=AffirmTrust Premium ECC
# Label: "AffirmTrust Premium ECC"
# Serial: 84120249078674190260
# SHA1 Fingerprint: 8401249078674190260
# SHA256 Fingerprint:

-----BEGIN CERTIFICATE-----

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Open Source Used In DCNM 12.12.0(2) 12122
# Issuer: CN=Certum Trusted Network CA O=Unizeto Technologies S.A. OU=Certum Certification Authority
# Subject: CN=Certum Trusted Network CA O=Unizeto Technologies S.A. OU=Certum Certification Authority
# Label: "Certum Trusted Network CA"
# Serial: 279744
# SHA256 Fingerprint: 
# Issuer: CN=TWCA Root Certification Authority O=TAIWAN-CA OU=Root CA
# Subject: CN=TWCA Root Certification Authority O=TAIWAN-CA OU=Root CA
# Label: "TWCA Root Certification Authority"
# Serial: 1
# MD5 Fingerprint: 
# SHA1 Fingerprint: 
# SHA256 Fingerprint: 

-----BEGIN CERTIFICATE-----
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# Issuer: O=Trustis Limited OU=Trustis FPS Root CA
# Subject: O=Trustis Limited OU=Trustis FPS Root CA
# Label: "Trustis FPS Root CA"

# Serial: 36053640375399034304724988975563710553

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Open Source Used in DCNM 12.12.0(2) 12127
Open Source Used in DCNM 12.12(0) 12138

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# Issuer: CN=QuoVadis Root CA 1 G3 O=QuoVadis Limited
# Subject: CN=QuoVadis Root CA 1 G3 O=QuoVadis Limited
# Label: "QuoVadis Root CA 1 G3"
# Serial: 687049649626669250736271037606554642047820034195
# SHA256 Fingerprint:


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Open Source Used In DCNM 12.12(0) 12138
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-----END CERTIFICATE-----

# Issuer: CN=DigiCert Global Root G2 O=DigiCert Inc OU=www.digicert.com
# Subject: CN=DigiCert Global Root G2 O=DigiCert Inc OU=www.digicert.com
# Label: "DigiCert Global Root G2"
# Serial: 42937435400469753785348795030220253541

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# Issuer: CN=DigiCert Global Root G3 O=DigiCert Inc OU=www.digicert.com
# Subject: CN=DigiCert Global Root G3 O=DigiCert Inc OU=www.digicert.com
# Label: "DigiCert Global Root G3"
# Serial: 7089244469030293291760083338384364146

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# Issuer: CN=GlobalSign O=GlobalSign OU=GlobalSign ECC Root CA - R4
# Subject: CN=GlobalSign O=GlobalSign OU=GlobalSign ECC Root CA - R4
# Label: "GlobalSign ECC Root CA - R4"
# Serial: 14367148294922964480859022125800977897474

# Issuer: CN=GlobalSign O=GlobalSign OU=GlobalSign ECC Root CA - R5
# Subject: CN=GlobalSign O=GlobalSign OU=GlobalSign ECC Root CA - R5
# Label: "GlobalSign ECC Root CA - R5"
# Serial: 3278579209995070226680698011560947931244
# MD5 Fingerprint: 9f:ad:3b:1c:02:1e:8a:ba:17:43:38:81:0c:ab:0c:89:24

# Issuer: CN=GlobalSign O=GlobalSign OU=GlobalSign ECC Root CA - R5
# Subject: CN=GlobalSign O=GlobalSign OU=GlobalSign ECC Root CA - R5
# Label: "GlobalSign ECC Root CA - R5"
# Serial: 3278579209995070226680698011560947931244
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# Issuer: CN=GlobalSign O=GlobalSign OU=GlobalSign ECC Root CA - R5
# Subject: CN=GlobalSign O=GlobalSign OU=GlobalSign ECC Root CA - R5
# Label: "GlobalSign ECC Root CA - R5"
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# Issuer: CN=Staat der Nederlanden Root CA - G3 O=Staat der Nederlanden
# Subject: CN=Staat der Nederlanden Root CA - G3 O=Staat der Nederlanden
# Label: "Staat der Nederlanden Root CA - G3"
# Serial: 10003001

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# Issuer: CN=IdenTrust Commercial Root CA 1 O=IdenTrust
# Subject: CN=IdenTrust Commercial Root CA 1 O=IdenTrust
# Label: "IdenTrust Commercial Root CA 1"
# Serial: 132988210349463432390520003877796839426
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# Label: "Hellenic Academic and Research Institutions RootCA 2015"
# Serial: 0

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-----END CERTIFICATE-----
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-----END CERTIFICATE-----
# Issuer: CN=OpenTrust Root CA G3 O=OpenTrust
# Subject: CN=OpenTrust Root CA G3 O=OpenTrust
# Label: "OpenTrust Root CA G3"
# Serial: 149210490827148565307121994186417170455615

----BEGIN CERTIFICATE-----

-----END CERTIFICATE-----

---# Issuer: CN=ISRG Root X1 O=Internet Security Research Group
# Subject: CN=ISRG Root X1 O=Internet Security Research Group

# Issuer: CN=ISRG Root X1 O=Internet Security Research Group
# Subject: CN=ISRG Root X1 O=Internet Security Research Group
# Label: "ISRG Root X1"
# Serial: 172886928669790476064670243504169061120
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-----END CERTIFICATE----# Issuer: O=FNMT-RCM OU=AC RAIZ FNMT-RCM
# Subject: O=FNMT-RCM OU=AC RAIZ FNMT-RCM
# Label: "AC RAIZ FNMT-RCM"
# Serial: 485876308206448804701554682760554759
# SHA256 Fingerprint:
-----BEGIN CERTIFICATE----MIIFgzCCA2ugAwIBAgIPXZONMGc2yAYdGsdUhGkHMA0GCSqGSIb3DQEBCwUAMDsx

Open Source Used In DCNM 12 12.0(2) 12161


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# Subject: CN=Amazon Root CA 3 O=Amazon
# Label: "Amazon Root CA 3"
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-----END CERTIFICATE-----

# Issuer: CN=Amazon Root CA 4 O=Amazon
# Subject: CN=Amazon Root CA 4 O=Amazon
# Label: "Amazon Root CA 4"
# Serial: 143266989758087639741052006367877849284878
# SHA256 Fingerprint:
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-----END CERTIFICATE-----

# Issuer: CN=LuxTrust Global Root 2 O=LuxTrust S.A.
# Subject: CN=LuxTrust Global Root 2 O=LuxTrust S.A.
# Serial: 59914338225734172394105837688110305822489521
# MD5 Fingerprint: b2:e1:09:00:01:af:7f:91:6f:c4:ad:8d:5e:3b:7c
# SHA256 Fingerprint:
----BEGIN CERTIFICATE----
MIIwFzCCA6ugAwIBAgIUCn6m30tEntpqJIWw5rgV0Xzu7EuDQYJKoZIhlvNCAQEL
BQAwRjELMAkGA1UEBhMCTFUxFjAUBgNVBAMMDUx1eFRydXN0IFMuQS4xHzAdBgNV
BAMMFkx1eFRydXN0IFJpZ2h0d29yZSBpZ2h0d29yZSBWYW4gUHJ1c3QgMjCCAiIw
DQYJKoZIhvcNDAQBIgBT/GCh2+UGFLxH+YuTw/9rDz59LwOrQw8bHtguL8i3Khj/6
X8kF8p12F29rN8IjA544PQw8bHtguL8i3Khj/6
-----END CERTIFICATE-----

# Issuer: CN=TUBITAK Kamu SM SSL Kok Sertifikasi - Surum 1 O=Turkiye Bilimsel ve Teknolojik Arastirma Kurumu - TUBITAK OU=Kamu Sertifikasyon Merkezi - Kamu SM
# Label: "TUBITAK Kamu SM SSL Kok Sertifikasi - Surum 1"
# Serial: 1
# SHA1 Fingerprint:
----END CERTIFICATE----

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MIIEYzCCA0ugAwIBAgIBATANBgkqhkiG9w0BAQsFADBjEJMAKGAA1UEBhMCVFRx
GDAWBgNVBAcTD0dlYnplIC0gS29jYWVsaTFCMEEAGA1UEChM5VHVa2l5ZSBCaWxp
bXBncBZSBuZWUvub2xvamlrIEFyXNXnaXJhY3SLBd1BJ1xUgLSBUVUJQVFLSm0w
KwYDVQQLEyRLY111F111cPzmYRNXn5b24gTWYya2V6aAtEthbXUgU00oNxJ0
BgNVBAMTB0LVQVU51UQ5sF2dSBTSTSBU0wgS29rIFNlcnpYXnIPcIG0U3Vý
dW0gMTAeFw0xOZeMfvMjUwOD11NTVMBaIHMSMQswCQYDVQQG
EwUJUjIyEMYBYGAG1UEBxMPR2ViemU1VUeLSLB2hNiZXRwPUIwOQAYDVQQE1zdUJXrAII
IEJpGficS2zHlFIRIa25vbG9qaWsgQXJhc3Rpcm1iItc1cndSAtSRFtVQdIU
QUxSLTAzbGVBAsijTEtbhXUgU2YdGlimaWthc3lviBNZXjrZXppIC0s2F0dSBT
T2E2MDQGA1UEAxMVFVCSVRBSyBLyW111FNN1NFTNTCLB2bgsU2YdGlimaWlhc2kg
LSBTdXzhsaMIIBjANBgkqhkiG9w0BAQIFEAQACQAQ8AMIIBCgKCAQE
a9OZLB13hnMnNe5eA027u/5tQjt6QIVzC1lXiJoNkvoBHToP4mQ4ty86lIj5ySr
LqJp1N+RAjhgLeYN1HHz/bkJFxl6tO2kK0RbZd8HdDe72r9z+SqvIBV96I01INr
N3wcwv1a+aXZrY0tXTA9TNYnpN9E8mg/ugZ8+v+ejE9h/mnJFXnHrFz2JL2X
YacQuFQwv4UJzh3+9f2k45s400VlgL4uOD8D62K18IUWm7W80wGq1TQVUVdJjIZ/
isiZL+aFnc7c1b2s3tpeLGl07xxo9WSSm5sWk99g7eqQESolbuT1dCAANLZGae4f
AJNG4e7+pEFpW1DAJQwuQDAdBgNVHQ8EFwQFDBQGDAcF4Ee7ZoUtGQZTHiobGP0N8Vf
+1DrUxgh
V8wgDgYDVR0PAQH/xBAQDewGMDGAQEA8GAA1Uedew/ewQMAMAB8wDQYJKoZIvlhxcNAQEL
BQADgEgEBACo4FfEygqj3hmxFLx9sHm0Jd0pEsdeV31zVmSAHcqT5AmSEM2KiFh
AHe+SMGlqGf5L5gxyX0sJN13qodULXjS99HMpW+0mFZx+CF0KWI3QSyjwfbPf
IPP54+M638yChNh0T8NrfF3cuitZj01VOR4Pm5QZ398g26rnmznSrz+Z07rqu4
lzwDGrpDxpa5RXI4s6ehl2jre37AIvMN+3yC1SVZPVIqUnIVtDj5UDrDYyU7c
8jeYvupuk-eq1nRZmqLn9OxMUP8p4F4XW0j5qR5m+K37Dwuhji1/FwCjsoz7UMCf
lo3Pt0AnV0Um8CRPXBwp8iXqIPoE=M
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# Label: "GDCA TrustAUTH R5 ROOT"
# Serial: 9009899650740120186
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MIIEYzCCA0ugAwIBAgIBATANBgkqhkiG9w0BAQsFADBjEJMAKGAA1UEBhMCVFRx
GDAWBgNVBAcTD0dlYnplIC0gS29jYWVsaTFCMEEAGA1UEChM5VHVa2l5ZSBCaWxp
bXBncBZSBuZWUvub2xvamlrIEFyXNXnaXJhY3SLBd1BJ1xUgLSBUVUJQVFLSm0w
KwYDVQQLEyRLY111F111cPzmYRNXn5b24gTWYya2V6aAtEthbXUgU00oNxJ0
BgNVBAMTB0LVQVU51UQ5sF2dSBTSTSBU0wgS29rIFNlcnpYXnIPcIG0U3Vý
dW0gMTAeFw0xOZeMfvMjUwOD11NTVMBaIHMSMQswCQYDVQQG
EwUJUjIyEMYBYGAG1UEBxMPR2ViemU1VUeLSLB2hNiZXRwPUIwOQAYDVQQE1zdUJXrAII
IEJpGficS2zHlFIRIa25vbG9qaWsgQXJhc3Rpcm1iItc1cndSAtSRFtVQdIU
QUxSLTAzbGVBAsijTEtbhXUgU2YdGlimaWthc3lviBNZXjrZXppIC0s2F0dSBT
T2E2MDQGA1UEAxMVFVCSVRBSyBLyW111FNN1NFTNTCLB2bgsU2YdGlimaWlhc2kg
LSBTdXzhsaMIIBjANBgkqhkiG9w0BAQIFEAQACQAQ8AMIIBCgKCAQE
a9OZLB13hnMnNe5eA027u/5tQjt6QIVzC1lXiJoNkvoBHToP4mQ4ty86lIj5ySr
LqJp1N+RAjhgLeYN1HHz/bkJFxl6tO2kK0RbZd8HdDe72r9z+SqvIBV96I01INr
N3wcwv1a+aXZrY0tXTA9TNYnpN9E8mg/ugZ8+v+ejE9h/mnJFXnHrFz2JL2X
YacQuFQwv4UJzh3+9f2k45s400VlgL4uOD8D62K18IUWm7W80wGq1TQVUVdJjIZ/
isiZL+aFnc7c1b2s3tpeLGl07xxo9WSSm5sWk99g7eqQESolbuT1dCAANLZGae4f
AJNG4e7+pEFpW1DAJQwuQDAdBgNVHQ8EFwQFDBQGDAcF4Ee7ZoUtGQZTHiobGP0N8Vf
+1DrUxgh
V8wgDgYDVR0PAQH/xBAQDewGMDGAQEA8GAA1Uedew/ewQMAMAB8wDQYJKoZIvlhxcNAQEL
BQADgEgEBACo4FfEygqj3hmxFLx9sHm0Jd0pEsdeV31zVmSAHcqT5AmSEM2KiFh
AHe+SMGlqGf5L5gxyX0sJN13qodULXjS99HMpW+0mFZx+CF0KWI3QSyjwfbPf
IPP54+M638yChNh0T8NrfF3cuitZj01VOR4Pm5QZ398g26rnmznSrz+Z07rqu4
lzwDGrpDxpa5RXI4s6ehl2jre37AIvMN+3yC1SVZPVIqUnIVtDj5UDrDYyU7c
8jeYvupuk-eq1nRZmqLn9OxMUP8p4F4XW0j5qR5m+K37Dwuhji1/FwCjsoz7UMCf
lo3Pt0AnV0Um8CRPXBwp8iXqIPoE=M
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  */opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/curve25519/x25519-x86_64.c

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/modes/ctr.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/modes/ofb.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/modes/internal.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/modes/gcm.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/modes/gcm_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/modes/cbc.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/modes/cfb.c

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/* "grpc/_cython/cygrpc.pyx":1
 * # Copyright 2015 gRPC authors.     # <<<<<<<<<<<<<<
 * #
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 * />

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/python/grpcio/grpc/_cython/cygrpc.cpp

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/* unzip.c -- IO for uncompress .zip files using zlib
Version 1.1, February 14h, 2010
part of the MiniZip project - ( http://www.winimage.com/zLibDll/minizip.html )

Copyright (C) 1998-2010 Gilles Vollant (minizip) ( http://www.winimage.com/zLibDll/minizip.html )

Modifications of Unzip for Zip64
Copyright (C) 2007-2008 Even Rouault

Modifications for Zip64 support on both zip and unzip

For more info read MiniZip_info.txt

Decryption code comes from crypt.c by Info-ZIP but has been greatly reduced in terms of compatibility with older software. The following is from the original crypt.c. Code woven in by Terry Thorsen 1/2003.

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See the accompanying file LICENSE, version 2000-Apr-09 or later (the contents of which are also included in zip.h) for terms of use. If, for some reason, all these files are missing, the Info-ZIP license also may be found at: ftp://ftp.info-zip.org/pub/infozip/license.html

crypt.c (full version) by Info-ZIP. Last revised: [see crypt.h]

The encryption/decryption parts of this source code (as opposed to the non-echoing password parts) were originally written in Europe. The whole source package can be freely distributed, including from the USA. (Prior to January 2000, re-export from the US was a violation of US law.)

This encryption code is a direct transcription of the algorithm from Roger Schlafly, described by Phil Katz in the file appnote.txt. This file (appnote.txt) is distributed with the PKZIP program (even in the version without encryption capabilities).

Changes in unzip.c

2007-2008 - Even Rouault - Addition of cpl_unzGetCurrentFileZStreamPos
2007-2008 - Even Rouault - Decoration of symbol names unz* -> cpl_unz*
2007-2008 - Even Rouault - Remove old C style function prototypes
2007-2008 - Even Rouault - Add unzip support for ZIP64

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Oct-2009 - Mathias Svensson - Removed cpl_* from symbol names (Even Rouault added them but since this is now moved to a new project (minizip64) I renamed them again).
Oct-2009 - Mathias Svensson - Fixed problem if uncompressed size was > 4G and compressed size was <4G should only read the compressed/uncompressed size from the Zip64 format if the size from normal header was 0xFFFFFFFF
Oct-2009 - Mathias Svensson - Applied some bug fixes from packages recevied from Gilles Vollant
Oct-2009 - Mathias Svensson - Applied support to unzip files with compression method BZIP2 (bzip2 lib is
Patch created by Daniel Borca

Jan-2010 - back to unzip and minizip 1.0 name scheme, with compatibility layer

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*/

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/contrib/minizip/unzip.c
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  1.12.1/third_party/boringssl/ssl/ssl_lib.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1.1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/ssl/ssl_cipher.cc
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  1.12.1/third_party/boringssl/include/openssl/lhash.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509/x509.obj.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/fipsmodule/bn/shift.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/fipsmodule/hmac/hmac.c
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  1.12.1/third_party/boringssl/include/openssl/sha.h
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  1.12.1/third_party/boringssl/crypto/asn1/tasn_utl.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/include/openssl/cast.h
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  1.12.1/third_party/boringssl/crypto/fipsmodule/digest/digests.c
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/include/openssl/evp.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/fipsmodule/bn/cmp.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509/x509_att.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509/x509.lua.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/mem.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/include/openssl/ripemd.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/lhash/lhash.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/asn1/f_int.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/dh/dh_test.cc
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/dh/check.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/stack/stack.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/sha/sha1.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/sha/sha1_altivec.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/x509/x509_crl.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/rsa/rsa_impl.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/x509/x509_ext.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/sha/sha512.c

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/scripts/fuse_gmock_files.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1/third_party/boringssl/third_party/googletest/test/gtest_color_test.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1/third_party/boringssl/third_party/googletest/test/gtest_uninitialized_test.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1/third_party/boringssl/third_party/googletest/test/gtest_throw_on_failure_test.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/test/gmock_output_test.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/test/gmock_throw_on_failure_unittest.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/test/gmock_env_var_test.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/test/gmock_output_test.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/test/gmock_env_var_test.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/test/gmock_break_on_failure_unittest.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/test/gmock_test_utils.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/test/gmock_output_test.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1/third_party/cares/cares/test/gmock-1.7.0/test/gmock_env_var_test.py

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* /opt/cola/permits/16681901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/decrepit/ssl/ssl_decrepit.c
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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/*
* IP-address/hostname to country converter.

* Problem; you want to know where IP a.b.c.d is located.

* Use ares_gethostbyname ("d.c.b.a.zz.countries.nerd.dk")
* and get the CNAME (host->h_name). Result will be:
* CNAME = zz<CC>.countries.nerd.dk with address 127.0.x.y (ver 1) or
* CNAME = <a.b.c.d>.zz.countries.nerd.dk with address 127.0.x.y (ver 2)

* The 2 letter country code is in <CC> and the ISO-3166 country
* number is in x.y (number = x*256 + y). Version 2 of the protocol is missing
* the <CC> number.

* Ref: http://countries.nerd.dk/more.html

* Written by G. Vanem <gvanem@yahoo.no> 2006, 2007

* NB! This program may not be big-endian aware.

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1.1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/x509v3/pcy_int.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1.1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/x509v3/pcy_map.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1.1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/x509v3/pcy_tree.c
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  1.12.1/third_party/boringssl/crypto/cpu-ppc64le.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/pool/pool_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/include/openssl/asn1_mac.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509/internal.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/fuzz/session.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/curve25519/spake25519.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/chacha/chacha_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/x509/x509_test.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/fuzz/privkey.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/rand_extra/deterministic.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/fuzz/spki.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/fuzz/read_pem.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/ssl/ssl13_both.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/cpu-aarch64-linux.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/bytestring/asn1_compat.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/include/openssl/pem.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/obj/obj_dat.h

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  1.12.1/third_party/boringssl/include/openssl/bn.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/bn/rsaz_exp.c

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/* blast.h -- interface for blast.c
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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  1.12.1/third_party/boringssl/include/openssl/dsa.h
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/* Only resume if the session's version matches the negotiated
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/ssl/ssl_session.cc
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  1.12.1/third_party/boringssl/third_party/fiat/curve25519.c
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*/

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/* infree9.c -- generate Huffman trees for efficient decoding
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/crypto/rand_extra/windows.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/ssl/test/test_config.cc
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/cipher_extra/e_chacha20poly1305.c
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1.12.1/third_party/boringssl/include/openssl/safestack.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/crypto.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/pkcs8/pkcs12_test.cc
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1.12.1/third_party/boringssl/crypto/pkcs7/pkcs7.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/boringssl/crypto/bio/bio_test.cc
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1.12.1/third_party/boringssl/crypto/fipsmodule/cipher/aead.c
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  Version 1.7 12 August 2012  Mark Adler */

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1.12.1/third_party/boringssl/third_party/googletest/test/gtest_shuffle_test.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/test/gtest_shuffle_test.py
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  1.12.1/third_party/boringssl/crypto/dh/params.c
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/* zutil.c -- target dependent utility functions for the compression library
* Copyright (C) 1995-2017 Jean-loup Gailly
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*/

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/zutil.c
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-1.1-tar-gz/grpcio-1.12.1/third_party/boringssl/decrepit/cfb/cfb_test.cc

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/* crc32.c -- compute the CRC-32 of a data stream
 * For conditions of distribution and use, see copyright notice in zlib.h
 * 
 * Thanks to Rodney Brown <rbrown64@csc.com.au> for his contribution of faster
 * CRC methods: exclusive-oring 32 bits of data at a time, and pre-computing
 * tables for updating the shift register in one step with three exclusive-ors
 * instead of four steps with four exclusive-ors. This results in about a
* factor of two increase in speed on a Power PC G4 (PPC7455) using gcc -O3. */

Found in path(s):
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/crc32.c
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/util/bot/extract.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/util/generate-asm-lcov.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/util/generate_build_files.py
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/* infcover.c -- test zlib's inflate routines with full code coverage
 * Copyright (C) 2011, 2016 Mark Adler
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 */

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/test/infcover.c
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/* infback9.h -- header for using inflateBack9 functions
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 */

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/zlib/infback9/infback9.h
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/third_party/fiat/internal.h
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Metadata-Version: 1.1
Name: grpcio
Version: 1.12.1
Summary: HTTP/2-based RPC framework
Home-page: https://grpc.io
Author: The gRPC Authors
Author-email: grpc-io@googlegroups.com
License: Apache License 2.0
Description-Content-Type: UNKNOWN
Description: gRPC Python

Package for gRPC Python.

Installation

-----------------

gRPC Python is available for Linux, macOS, and Windows.

From PyPI

~~~~~~~~~~

If you are installing locally...

::

$ pip install grpcio

Else system wide (on Ubuntu)...

::

$ sudo pip install grpcio

If you're on Windows make sure that you installed the `pip.exe` component when you installed Python (if not go back and install it!) then invoke:

::

$ pip.exe install grpcio
Windows users may need to invoke `pip.exe` from a command line ran as administrator.

n.b. On Windows and on Mac OS X one *must* have a recent release of `pip` to retrieve the proper wheel from PyPI. Be sure to upgrade to the latest version!

From Source
~~~~~~~~~~~

Building from source requires that you have the Python headers (usually a package named `python-dev`).

::

    $ export REPO_ROOT=grpc  # REPO_ROOT can be any directory of your choice
    $ cd $REPO_ROOT
    $ git submodule update --init

    # For the next two commands do `sudo pip install` if you get permission-denied errors
    $ pip install -rrequirements.txt
    $ GRPC_PYTHON_BUILD_WITH_CYTHON=1 pip install .

You cannot currently install Python from source on Windows. Things might work out for you in MSYS2 (follow the Linux instructions), but it isn't officially supported at the moment.

Troubleshooting
~~~~~~~~~~~~~~~

Help, I ...

* ***... see a** `pkg_resources.VersionConflict` **when I try to install grpc**

This is likely because `pip` doesn't own the offending dependency, which in turn is likely because your operating system's package manager owns it. You'll need to force the installation of the dependency:

`pip install --ignore-installed $OFFENDING_DEPENDENCY`

For example, if you get an error like the following:

::

    Traceback (most recent call last):
    File "<string>", line 17, in <module>
You can fix it by doing:

```
sudo pip install --ignore-installed six
```

**... see the following error on some platforms**

```
/tmp/pip-build-U8pSsr/cython/Cython/Plex/Scanners.c:4:20: fatal error: Python.h: No such file or directory
#include "Python.h"
^
compilation terminated.
```

You can fix it by installing `python-dev` package. i.e.

```
sudo apt-get install python-dev
```

Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Programming Language :: Python
Classifier: Programming Language :: Python :: 2
Classifier: Programming Language :: Python :: 2.7
Classifier: Programming Language :: Python :: 3
Classifier: Programming Language :: Python :: 3.4
Classifier: Programming Language :: Python :: 3.5
Classifier: Programming Language :: Python :: 3.6
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/python/grpcio/grpcio.egg-info/PKG-INFO
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/12.1.12.1.tar.gz/grpcio-1.12.1/12.1.12.1/PKG-INFO
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* /opt/cola/permits/1160881901_1620412826.60/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/lib/slice/slice_weak_hash_table.h
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/* gzjoin -- command to join gzip files into one gzip file

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/* gzappend -- command to append to a gzip file

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/tsi/alts/frame_protector/frame_handler.cc
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/src/core/tsi/alts/crypt/gsec.h
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/x509/rsa_pss.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/evp/p_rsa_asn1.c
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  1.12.1/third_party/boringssl/ssl/internal.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/include/openssl/ssl.h
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/* zran.c -- example of zlib/gzip stream indexing and random access
* Copyright (C) 2005, 2012 Mark Adler
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  Version 1.1 29 Sep 2012 Mark Adler */

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/zlib/examples/zran.c
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  1.12.1/third_party/boringssl/util/bot/go/bootstrap.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/util/bot/go/env.py
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/util/bot/vs_toolchain.py
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/* gzread.c -- zlib functions for reading gzip files
* For conditions of distribution and use, see copyright notice in zlib.h
* /

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-third_party/boringssl/crypto/x509v3/v3_extku.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-third_party/boringssl/crypto/x509v3/v3_prn.c
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-third_party/boringssl/crypto/x509v3/v3_bcons.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-third_party/boringssl/crypto/x509v3/v3_pku.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-third_party/boringssl/crypto/x509v3/v3_akeya.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-third_party/boringssl/crypto/x509v3/v3_skey.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-third_party/boringssl/crypto/x509v3/v3_trs.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-third_party/boringssl/crypto/x509v3/v3_pbev2.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-third_party/boringssl/crypto/x509v3/v3_bitst.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-third_party/boringssl/crypto/x509v3/v3_enum.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-third_party/boringssl/crypto/x509v3/v3_spki.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1.12.1-third_party/boringssl/crypto/x509v3/v3_enu.c
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/* adler32.c -- compute the Adler-32 checksum of a data stream
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* version 2.3, 21 Jan 2013
*/

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/* inffast.c -- fast decoding
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/ssl/s3_both.cc

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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/dsa/dsa_asn1.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/rsa_extra/rsa_asn1.c

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*/opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/aes/aes.c
*/opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-1.12.1/third_party/boringssl/crypto/fipsmodule/aes/mode_wrappers.c
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* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/cares/cares/test/gmock-1.7.0/gtest/test/gtest_filter_unittest.py
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 * Copyright (C) 1995-2006, 2010, 2011, 2016 Jean-loup Gailly
 * For conditions of distribution and use, see copyright notice in zlib.h
 */

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/* example.c -- usage example of the zlib compression library
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  1.12.1/third_party/boringssl/crypto/ecdsa_extra/ecdsa_asn1.c
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
  1.12.1/third_party/boringssl/include/openssl/ecdsa.h
* /opt/cola/permits/1160881901_1620412826.6/0/grpcio-1-12-1-1-tar-gz/grpcio-
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  1.12.1/third_party/cares/cares/inet_ntop.c
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 Denso ZL1008

*/

inffas86.c is a hand tuned assembler version of
*
* inffast.c -- fast decoding
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*
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*
* Dec-29-2003 -- I added AMD64 inflate asm support. This version is also
* slightly quicker on x86 systems because, instead of using rep movsb to copy
* data, it uses rep movsw, which moves data in 2-byte chunks instead of single
* bytes. I've tested the AMD64 code on a Fedora Core 1 + the x86_64 updates
* from http://fedora.linux.duke.edu/fc1_x86_64
* which is running on an Athlon64 3400+ / Gigabyte GA-K8VT800M system with
* 1GB ram. The 64-bit version is about 4% faster than the 32-bit version,
* when decompressing mozilla-source-1.3.tar.gz.
*
* Mar-13-2003 -- Most of this is derived from inffast.S which is derived from
* the gcc -S output of zlib-1.2.0/inffast.c. Zlib-1.2.0 is in beta release at
* the moment. I have successfully compiled and tested this code with gcc2.96,
* gcc3.2, icc5.0, msvc6.0. It is very close to the speed of inffast.S
* compiled with gcc -DNO_MMX, but inffast.S is still faster on the P3 with MMX
* enabled. I will attempt to merge the MMX code into this version. Newer
* versions of this and inffast.S can be found at
* http://www.eetbeetee.com/zlib/ and http://www.charm.net/~christop/zlib/
*/

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  1.12.1/third_party/zlib/contrib/inflate86/inffas86.c
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1.1369 redhat-rpm-config 9.1.0 88.el7.centos

1.1370 open-ldap 2.4.44-23.el7_9.0atomix2

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Written by: Philip Hazel
Email local part: ph10
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1.1373 proto-google-common-protos 1.12.0

1.1374 maven-plugin-registry 2.0.6

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# PLY (Python Lex-Yacc)                   Version 3.11


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Introduction
============

PLY is a 100% Python implementation of the common parsing tools lex and yacc. Here are a few highlights:

- PLY is very closely modeled after traditional lex/yacc. If you know how to use these tools in C, you will find PLY to be similar.

- PLY provides *very* extensive error reporting and diagnostic information to assist in parser construction. The original implementation was developed for instructional purposes. As a result, the system tries to identify the most common types of errors made by novice users.

- PLY provides full support for empty productions, error recovery, precedence specifiers, and moderately ambiguous grammars.

- Parsing is based on LR-parsing which is fast, memory efficient, better suited to large grammars, and which has a number of nice properties when dealing with syntax errors and other parsing problems. Currently, PLY builds its parsing tables using the LALR(1) algorithm used in yacc.

- PLY uses Python introspection features to build lexers and parsers. This greatly simplifies the task of parser construction since it reduces the number of files and eliminates the need to run a separate lex/yacc tool before running your program.

- PLY can be used to build parsers for "real" programming languages. Although it is not ultra-fast due to its Python implementation, PLY can be used to parse grammars consisting of several hundred rules (as might be found for a language like C). The lexer and LR parser are also reasonably efficient when parsing typically sized programs. People have used PLY to build parsers for C, C++, ADA, and other real programming languages.

How to Use
==========

PLY consists of two files : lex.py and yacc.py. These are contained within the 'ply' directory which may also be used as a Python package. To use PLY, simply copy the 'ply' directory to your project and import lex and yacc from the associated 'ply' package. For example:

    import ply.lex as lex
import ply.yacc as yacc

Alternatively, you can copy just the files lex.py and yacc.py individually and use them as modules. For example:

import lex
import yacc

The file setup.py can be used to install ply using distutils.

The file doc/ply.html contains complete documentation on how to use the system.

The example directory contains several different examples including a PLY specification for ANSI C as given in K&R 2nd Ed.

A simple example is found at the end of this document

Requirements
=============
PLY requires the use of Python 2.6 or greater. However, you should use the latest Python release if possible. It should work on just about any platform. PLY has been tested with both CPython and Jython. It also seems to work with IronPython.

Resources
==========
More information about PLY can be obtained on the PLY webpage at:

http://www.dabeaz.com/ply

For a detailed overview of parsing theory, consult the excellent book "Compilers : Principles, Techniques, and Tools" by Aho, Sethi, and Ullman. The topics found in "Lex & Yacc" by Levine, Mason, and Brown may also be useful.

The GitHub page for PLY can be found at:

https://github.com/dabeaz/ply

An old and relatively inactive discussion group for PLY is found at:

http://groups.google.com/group/ply-hack

Acknowledgments
=================
A special thanks is in order for all of the students in CS326 who suffered through about 25 different versions of these tools :-).
The CHANGES file acknowledges those who have contributed patches.

Elias Ioup did the first implementation of LALR(1) parsing in PLY-1.x. Andrew Waters and Markus Schoepflin were instrumental in reporting bugs and testing a revised LALR(1) implementation for PLY-2.0.

Special Note for PLY-3.0
========================
PLY-3.0 the first PLY release to support Python 3. However, backwards compatibility with Python 2.6 is still preserved. PLY provides dual Python 2/3 compatibility by restricting its implementation to a common subset of basic language features. You should not convert PLY using 2to3--it is not necessary and may in fact break the implementation.

Example
=======

Here is a simple example showing a PLY implementation of a calculator with variables.

```python
# calc.py
#
# A simple calculator with variables.
#

tokens = ( 'NAME','NUMBER',
           'PLUS','MINUS','TIMES','DIVIDE','EQUALS',
           'LPAREN','RPAREN',
)

t_PLUS    = r'\+'
t_MINUS   = r'-'
t_TIMES   = r'\*'
t_DIVIDE  = r'/'
t_EQUALS  = r'='
t_LPAREN  = r'('
t_RPAREN  = r')'
t_NAME    = r'[a-zA-Z_]\[a-zA-Z0-9_]*'

def t_NUMBER(t):
    r'\d+'
    t.value = int(t.value)
    return t
```
# Ignored characters
t_ignore = " \t"

def t_newline(t):
   r'^\n+'
   t.lexer.lineno += t.value.count("\n")

def t_error(t):
   print("Illegal character '%s'" % t.value[0])
   t.lexer.skip(1)

# Build the lexer
import ply.lex as lex
lex.lex()

# Precedence rules for the arithmetic operators
precedence = (
   ('left','PLUS','MINUS'),
   ('left','TIMES','DIVIDE'),
   ('right','UMINUS'),
)

# dictionary of names (for storing variables)
names = { }

def p_statement_assign(p):
   'statement : NAME EQUALS expression'
   names[p[1]] = p[3]

def p_statement_expr(p):
   'statement : expression'
   print(p[1])

def p_expression_binop(p):
   "expression : expression PLUS expression
                | expression MINUS expression
                | expression TIMES expression
                | expression DIVIDE expression"

def p_expression_uminus(p):
   'expression : MINUS expression %prec UMINUS'
   p[0] = -p[2]
def p_expression_group(p):
    'expression : LPAREN expression RPAREN'
    p[0] = p[2]

def p_expression_number(p):
    'expression : NUMBER'
    p[0] = p[1]

def p_expression_name(p):
    'expression : NAME'
    try:
        p[0] = names[p[1]]
    except LookupError:
[91x326]=======================
[91x311]My goal with PLY is to simply have a decent lex/yacc implementation
[91x296]for Python. As a general rule, I don't spend huge amounts of time
[91x281]working on it unless I receive very specific bug reports and/or
[91x266]patches to fix problems. I also try to incorporate submitted feature
[91x251]requests and enhancements into each new version. Please visit the PLY
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[91x221]requests. To contact me about bugs and/or new features, please send
[91x206]email to dave@dabeaz.com.

-- Dave

Bug Reports and Patches
=======================
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- match: { license_status: "valid" }

- do:
  license.get: {}  

## the rest API defaults to a v4 license output with 11 attributes

- length: { license: 11 }

## bwc for licenses format

- do:
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  acknowledge: true

  body: |
  
  "\{"licenses:\[{\"uid\":\"893361dc-9749-4997-93cb-802e3d7fa4a8\",\"type\":\"gold\",\"issue_date_in_millis\":1411948800000,\"expiry_date_in_millis\":1914278399999,\"max_nodes\":1,\"issued_to\":\"\",\"issuer\":\"\",\"signature\":\"AAAAAwAAAA2T3vqdBBetKQaBgxipAAABmC9ZN0hjZDBGBynVRYxPcOW5Bb3fjZDAxOWp8bTv9MVZwUzRxVkJPsFxxkxZdW51MhI1THNoN1N2MXmVRFk4d3JTZe3R3RRZ0p3U3lobwWJKZmQySEFAvo0ppTfH8KwprZWSQ9iNmRQNkw1StlpL01DalZCS095MXRGN11IZpYcVVFTnFrcTE2dhjZmZrdFq9nM3JQeGxwboU0MXZ0dDHJhSERiTZTVLOHnZsDByWnpoZEPBZmZJrTvBxRENNSXnWSWjJZlal0DdvoMnEmUjNivkWNMGW51TuHqV2pLaUo41JOUuml4MNxuLoP9EOhQaCB2azJnhUk9QVzhFeFtMo1QRoNxsJXSG53Mwkl2K055c28sMnRuVnKf1BJOSQfKFLV2XVUmVHNDZR3o2V E1qVNQ82lxONH5bUeVeZINWkZSVmZtWEuasU9w6T7JENDVv1TNCYklacUYyK2FrwR9xu0t6ldDMbrMzSnGrC3FWOOTgzZ3UcXMvQk2RZuMFJnZzIVL2d2dBRWzh6UG5pdENGWFReXNNKnkE9PQAQQBZhv8A0ttrxhU1Qbo8kTn9C5KVQy6p8y9lmSpXZC18kX1SrgoF1bXq61lJWw5qnmYNi3hRTHO9YeaBCBaLk9NXZQ6TrKQSpEmnBwAUYkZcKXSuBoOk4B4mzwCt8aAMakzrTIEBTbBog+57cau9y37Gkk+1jXQCrpX+JPUEI7gnXWZfE60eRorLcvCt1Yn09k0CF8kKtbnP4tsC6ig2R3u4TYhfe474XQ9PRavvHax74T3U0EdQZXZPl1sBQIWKbBRD5Y1POYYVjTayoltTnWLMxlfEcAkkATJZLhpBEHST7kWjrtS6J1dCRJcSa7aVsj78Hxv0Iy"}]]

  

}- match: { license_status: "valid" }

- do:
  license.get: {}  

- length: { license: 11 }

}
## license version: 1.x
- do:
  license.post:
    acknowledge: true
    body: |
  - match: { license_status: "valid" }
  - do:
    license.get: {}
- length: { license: 11 }

## multiple licenses version: 1.x
- do:
  license.post:
    acknowledge: true
    body: |
  - match: { license_status: "valid" }
  - do:
    license.get: {}
- length: { license: 11 }
- match: { license_status: "valid" }

- do:
  license.get: {}

- length: { license: 11 }
- match: { license.uid: "893361dc-9749-4997-93cb-802e3dofh7aa" }

---

"Should throw 404 after license deletion":

- do:
  license.delete: {}

- do:
  license.get: {}
catch: missing

---

"Should install a feature type license":

# VERSION_NO_FEATURE_TYPE license version

- do:
  license.post:
    acknowledge: true
    body: |
      
- do:
  license.get: {}
catch: missing

---

"Should install a feature type license":

# VERSION_NO_FEATURE_TYPE license version

- do:
  license.post:
    acknowledge: true
    body: |

- do:
  license.get: {}
EphZHBEZjUrTVbxBRENNSXsWwjjZlaODdzVmeEuJiNiWktNWGM5TUhb3V2aPlaUo4Q1J0Uml4MXNuL0pS
OEhQaVb2azhmUk9QvzhFeToFmI0QaJXSG53Mw2k2055c28SmRnVkF1b2JSQfKLV2UXmVHNzZ2R3o2VE1qbnVNS2ixOH5nbUeErZiNiwKZVsmZJWEtuS9wTtJENDvV1TNCYkIacUYyK2FWrW9xa06dldMbmMzStGqC3FWOTgz3ZUxZmVQkt2RUzwMFmJznTvL2d2bDRWUz6UG5dpENGWFRezXNKnK9PQAAAAQB

- match: { license_status: "valid" }

- do:
  license.get: {}

- length: { license: 11 }

---

"Cannot start basic":

- do:
  catch: bad_request
  license.post:
    acknowledge: true
    body: |
      "license": {"uid":"893361dc-9749-4997-93cb-802ce3d7fa4a", "type": "basic", "issue_date_in_millis":1411948800000,"expiry_date_in_millis":1914278399999,"max_nodes":1,"issued_to":null,"issuer":null,"signature":null}

- match: { error.root_cause.0.reason: 'Installing basic licenses is no longer allowed. Use the POST /_license/start_basic API to install a basic license that does not expire.' }

---

"Should fail gracefully when body content is not provided":

- do:
  catch: bad_request
  license.post:
    acknowledge: true
- match: { error.root_cause.0.reason: 'The license must be provided in the request body' }

---

"Current license is trial means not eligible to start trial":

- do:
  license.get_trial_status: {}

- match: { eligible_to_start_trial: false }

- do:
  license.post_start_basic:
    acknowledge: true

- match: { basic_was_started: true }

- do:
  license.get_trial_status: {}

- match: { eligible_to_start_trial: false }

- do:
  catch: forbidden
  license.post_start_trial:
    acknowledge: true

- match: { trial_was_started: false }
- match: { error_message: "Operation failed: Trial was already activated." }

---

"Trial license cannot be basic":
- do:
  catch: bad_request
  license.post_start_trial:
    type: "basic"
    acknowledge: true

---

"Can start basic license if do not already have basic":
- do:
  license.get_basic_status: {}

- match: { eligible_to_start_basic: true }

- do:
  license.post_start_basic:
    acknowledge: true

- match: { basic_was_started: true }
- match: { acknowledged: true }
- do:
  
  license.get_basic_status: {} 

- match: { eligible_to_start_basic: false }

- do:
  
catch: forbidden
  
  license.post_start_basic: {} 

- match: { basic_was_started: false }
- match: { acknowledged: true }
- match: { error_message: "Operation failed: Current license is basic." }

---

"Must acknowledge to start basic":
- do:
  
  license.post_start_basic: {} 

- match: { basic_was_started: false }
- match: { acknowledged: false }
- match: { error_message: "Operation failed: Needs acknowledgement." }

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<header class="site-header js-details-container Details" role="banner">

</header>

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<div id="js-pjax-loader-bar" class="pjax-loader-bar"><div class="progress"></div></div>

</div>

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<ul>
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"Installing enterprise license":

## current license version

- do:
  license.post:
    acknowledge: true
    body: |
      ["license":[{"uid":"6e57906b-a8d1-4cf1-acb7-73a16edc3934","type":"enterprise","issue_date_in_millis":1523456691721,"expiry_date_in_millis":1838816691721,"max_nodes":null,"max_resource_units":50,"issued_to":null,"rest-test","issuer":"elasticsearch","signature":"AAAAABAAAAAAA2kWNcuc+DT0lrmYZKA AAAIAo5/x6hrsGhlIqqrJmy4qnmEC7gK0U4zQ6q5ZEMhm4jAAABEn6fG9y2lxKbu2T3D5hfhf56zQQOD COdhr0y2d17S1JMZRqO7zywPCWNS1aR33GhvIhKTER0ysML0xMH/gXavhRvMnBndj0UBKzuwTawSlnx YtcqN8mSB1vJC7K+iu1SpAILC2ZP9fnkR1qwXqBIItwYUn7xnZgu9DKoOWru/ipTPObo7jceP8VTK6nWFen7h CFDqQUFz0jQvd+q7A1APacHGNxGfdmVMvAXCxgGWkrFt3clo9/vadgo+isNyhlspq9n7gwsvBAKtAIFrp H2EXXYbOsSpBvUmvhYMgErLgk1k3/CbS0pCWLKOaX1xTMayosdZOjagU3auZXY=","start_date_in_millis":-1}]]

- match: { license_status: "valid" }

---
- do:
  license.get: {}

## a v4 (7.X compatible) license object has 11 attributes
- length: { license: 11 }

## by default the enterprise license is "platinum", and return "max_nodes"
- match: { license.type: "platinum" }
- match: { license.max_nodes: 50 }

- do:
  license.get:
    accept_enterprise: "true"

## a v5 license object has 12 attributes
- length: { license: 12 }

## opt-in to return real enterprise type
- match: { license.type: "enterprise" }
- match: { license.max_resource_units: 50 }
- match: { license.max_nodes: null }

- do:
  license.get:
    accept_enterprise: "false"

## a v4 license object has 11 attributes
- length: { license: 11 }

## opt-out of real enterprise type
- match: { license.type: "platinum" }
- match: { license.max_nodes: 50 }

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[role="xpack"]
[testenv="basic"]
[[delete-license]]

```=== Delete license API
++++
<titleabbrev>Delete license</titleabbrev>
++++
```

This API enables you to delete licensing information.

[flat]

```=== Request
'DELETE /_license'
```

[flat]

```=== Description
When your license expires, {xpack} operates in a degraded mode. For more information, see {kibana-ref}/managing-licenses.html#license-expiration[License expiration].
```

[flat]

```=== Authorization
You must have `manage` cluster privileges to use this API. For more information, see <<security-privileges>>.
```

[flat]

```=== Examples
The following example queries the info API:
```
DELETE /_license

When the license is successfully deleted, the API returns the following response:

```json
{
    "acknowledged": true
}
```

The license can be deleted using the `deleteLicense()` method:

```java
include-tagged::{doc-tests}/LicensingDocumentationIT.java[delete-license-execute]
```

The returned `DeleteLicenseResponse` contains the `acknowledged` flag, which returns true if the request was processed by all nodes.

```java
include-tagged::{doc-tests}/LicensingDocumentationIT.java[delete-license-response]
```

Check the acknowledge flag. It should be true if license deletion is acknowledged.

```java
include-tagged::{doc-tests}/LicensingDocumentationIT.java[delete-license-execute-async]
```

This request can be executed asynchronously:
The `DeleteLicenseRequest` to execute and the `ActionListener` to use when the execution completes

The asynchronous method does not block and returns immediately. Once it is completed the `ActionListener` is called back using the `onResponse` method if the execution successfully completed or using the `onFailure` method if it failed.

A typical listener for `DeleteLicenseResponse` looks like:

```java
[
    "source",
    "java",
    subs="attributes.callouts.macros"
]
```

A typical listener for `DeleteLicenseResponse` looks like:

```java
include-tagged::{doc-tests}/LicensingDocumentationIT.java[delete-license-execute-listener]
```

<1> Called when the execution is successfully completed. The response is provided as an argument

<2> Called in case of failure. The raised exception is provided as an argument

Nimbus OAuth 2.0 SDK with OpenID Connect extensions

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`GET /_license`

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```
GET /_license
```

```json
{
  "license": {
    "status": "active",
    "uid": "cbff45e7-c553-41f7-ae4f-9205eab80xx",
    "type": "trial",
    "issue_date": "2018-10-20T22:05:12.332Z",
    "issue_date_in_millis": 1540073112332,
    "expiry_date": "2018-11-19T22:05:12.332Z",
    "expiry_date_in_millis": 1542665112332,
    "max_nodes": 1000,
    "issued_to": "test",
    "issuer": "elasticsearch",
    "start_date_in_millis": -1
  }
}
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***The art of simplicity is a puzzle of complexity.***

## Overview ##

[YAML](http://yaml.org) is a data serialization format designed for human readability and interaction with scripting languages.

SnakeYAML is a YAML processor for the Java Virtual Machine.

## SnakeYAML features ##

* a **complete** [YAML 1.1 processor](http://yaml.org/spec/1.1/current.html). In particular, SnakeYAML can parse all examples from the specification.
* Unicode support including UTF-8/UTF-16 input/output.
* high-level API for serializing and deserializing native Java objects.
* support for all types from the [YAML types repository](http://yaml.org/type/index.html).
* relatively sensible error messages.

## Info ##

* [Changes](https://bitbucket.org/asomov/snakeyaml/wiki/Changes)
* [Documentation](https://bitbucket.org/asomov/snakeyaml/wiki/Documentation)

## Contribute ##

* Mercurial DVCS is used to dance with the [source code](https://bitbucket.org/asomov/snakeyaml/src).
* If you find a bug in SnakeYAML, please [file a bug report](https://bitbucket.org/asomov/snakeyaml/issues?status=new&status=open).
* You may discuss SnakeYAML at [the mailing list](http://groups.google.com/group/snakeyaml-core).

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["source","java",subs="attributes,callouts,macros"]
-------------------------------------------------------------------------
include-tagged::{doc-tests}/LicensingDocumentationIT.java[get-license-execute]
The returned `GetLicenseResponse` contains the license in the JSON format.

The asynchronous method does not block and returns immediately. Once it is completed the `ActionListener` is called back using the `onResponse` method if the execution successfully completed or using the `onFailure` method if it failed.

A typical listener for `GetLicenseResponse` looks like:

Called when the execution is successfully completed. The response is provided as an argument

Called in case of failure. The raised exception is provided as an argument

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[role="xpack"]
[testenv="basic"]
Updates the license for your {es} cluster.

You can update your license at runtime without shutting down your nodes. License updates take effect immediately. If the license you are installing does not support all of the features that were available with your previous license, however, you are notified in the response. You must then re-submit the API request with the `acknowledge` parameter set to `true`.

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‘licenses’::
(Required, array)
A sequence of one or more JSON documents containing the license information.

[[[update-license-api-example]]]
==== [api-examples-title]

The following example updates to a basic license:

[source,console]
------------------------------------------------------------
PUT _license
{
 "licenses": [
  {
   "uid": "893361dc-9749-4997-93cb-802e3d7fa4xx",
   "type": "basic",
   "issue_date_in_millis": 1411948800000,
   "expiry_date_in_millis": 1914278399999,
   "max_nodes": 1,
   "issued_to": "issuedTo",
   "issuer": "issuer",
   "signature": "xx"
  }
  ]
}
------------------------------------------------------------

// TEST[skip:license testing issues]

NOTE: These values are invalid; you must substitute the appropriate content from your license file.

You can also install your license file using a `curl` command. Be sure to add `@` before the license file path to instruct curl to treat it as an input file.

[source,shell]
------------------------------------------------------------
curl -XPUT -u <user> 'http://<host>:<port>/_license' -H "Content-Type: application/json" -d @license.json
------------------------------------------------------------

// NOTCONSOLE

On Windows, use the following command:

[source,shell]
------------------------------------------------------------
Invoke-WebRequest -uri http://<host>:<port>/_xpack/license -Credential elastic -Method Put -ContentType "application/json" -InFile .\license.json
------------------------------------------------------------
In these examples,

* "<user>" is a user ID with the appropriate authority.
* "<host>" is the hostname of any node in the {es} cluster ("localhost" if executing locally)
* "<port>" is the http port (defaults to `9200`)
* "license.json" is the license JSON file

NOTE: If your {es} node has SSL enabled on the HTTP interface, you must start your URL with `https://`

If you previously had a license with more features than the basic license, you receive the following response:

[source.js]
-------------------------------------------------------------
{
"acknowledged": false,
"license_status": "valid",
"acknowledge": {
"message": "This license update requires acknowledgement. To acknowledge the license, please read the following messages and update the license again, this time with the "acknowledge=true" parameter:"",
"watcher": [ 
"Watcher will be disabled"
],
"logstash": [ 
"Logstash will no longer poll for centrally-managed pipelines"
],
"security": [ 
"The following X-Pack security functionality will be disabled: ..."]
}
}
-------------------------------------------------------------

// NOTCONSOLE

To complete the update, you must re-submit the API request and set the `acknowledge` parameter to `true`. For example:

[source.console]
-------------------------------------------------------------
PUT _license?acknowledge=true
{
"licenses": [ 
{
"uid":"893361dc-9749-4997-93cb-802e3d7fa4xx",
"type":"basic",
"issue_date_in_millis":1411948800000,
}]
-------------------------------------------------------------
"expiry_date_in_millis":1914278399999,
"max_nodes":1,
"issued_to":"issuedTo",
"issuer":"issuer",
"signature":"xx"
}
]

// TEST[skip:license testing issues]

Alternatively:

[source,sh]

curl -XPUT -u elastic 'http://<host>:<port>/_license?acknowledge=true' -H "Content-Type: application/json" -d @license.json

// NOTCONSOLE

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[[java-rest-high-put-license]]

== Update License

[[java-rest-high-put-license-execution]]

== Execution

The license can be added or updated using the `putLicense()` method:

["source","java",subs="attributes,callouts,macros"]

--------------------------------------------------
include-tagged::{doc-tests}/LicensingDocumentationIT.java[put-license-execute]
--------------------------------------------------

<1> Set the categories of information to retrieve. The default is to return no information which is useful for checking if {xpack} is installed
but not much else.

<2> A JSON document containing the license information.

[[java-rest-high-put-license-response]]

==== Response

The returned `PutLicenseResponse` contains the `LicensesStatus`, `acknowledged` flag and possible acknowledge messages. The acknowledge messages are present if you previously had a license with more features than one you are trying to update and you didn't set the `acknowledge` flag to `true`. In this case you need to display the messages to the end user and if they agree, resubmit the license with the `acknowledge` flag set to `true`. Please note that the request will still return a 200 return code even if requires an acknowledgement. So, it is necessary to check the `acknowledged` flag.

[[java-rest-high-put-license-async]]

==== Asynchronous Execution

This request can be executed asynchronously:

<1> The status of the license
<2> Make sure that the license is valid.
<3> Check the acknowledge flag. It should be true if license is acknowledged.
<4> Otherwise we can see the acknowledge messages in `acknowledgeHeader()`
<5> and check component-specific messages in `acknowledgeMessages()`.

A typical listener for `PutLicenseResponse` looks like:

[[source","java",subs="attributes,callouts,macros"]

include-tagged::{doc-tests}/LicensingDocumentationIT.java[put-license-execute-listener]

The asynchronous method does not block and returns immediately. Once it is completed the `ActionListener` is called back using the `onResponse` method if the execution successfully completed or using the `onFailure` method if it failed.
<1> Called when the execution is successfully completed. The response is provided as an argument
<2> Called in case of failure. The raised exception is provided as an argument

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JUnRAR is based on the UnRAR tool, and covered by the same license
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1.1385 jtb 1.3.2

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* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/visitor/GJNoArguVisitor.java
* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/visitor/Visitor.java
* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/visitor/GJVoidDepthFirst.java
* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/visitor/DepthFirstVisitor.java
* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/visitor/GJNoArguDepthFirst.java
* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/visitor/GJVisitor.java
* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/visitor/GJVoidVisitor.java

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* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/misc/Spacing.java
* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/misc/FieldNameGenerator.java
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* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/visitor/TokenTableBuilder.java
* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/misc/toolkit/OldDepthFirstVisitorBuilder.java
* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/visitor/ExpansionUnitTypeCounter.java
* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/misc/FileExistsException.java
* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/misc/toolkit/SchemeVisitorBuilder.java
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* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/misc/OldFileGenerator.java
* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/misc/NoArguFileGenerator.java
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// Appended to the Java1.1.jj grammar provided in JavaCC.
//
// AUTHOR: Kevin Tao, taokr@cs.purdue.edu
//
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* *
* Author: Sriram Sankar
* Date: 3/5/97
* *
* This file contains a Java grammar and actions that implement a front-end.
* *
*/

options {
    JAVA_UNICODE_ESCAPE = true;
}

PARSER_BEGIN(JTBParser)
package EDU.purdue.jtb.parser;
import EDU.purdue.jtb.misc.UnicodeConverter;

public class JTBParser { }

PARSER_END(JTBParser)

SKIP : /* WHITE SPACE */
{
   =
   "\n"
   "\r"
   "\f"
}

SPECIAL_TOKEN : /* COMMENTS */
{
   <SINGLE_LINE_COMMENT: "//" (~["\n","\r"])# ("\n"|"\r")|"\r\n")>
   | <FORMAL_COMMENT: "/**" (~[*]*)* "*" (* | (~[*","/"] (~[*]*)* "*"))*/"> 
   | <MULTI_LINE_COMMENT: "/*" (~[*]*)* "*" (* | (~[*","/"] (~[*]*)* "*"))*/" >
}

TOKEN : /* RESERVED WORDS AND LITERALS */
{
   < ABSTRACT: "abstract" >
   | < BOOLEAN: "boolean" >
   | < BREAK: "break" >
   | < BYTE: "byte" >
   | < CASE: "case" >
   | < CATCH: "catch" >
   | < CHAR: "char" >
   | < CLASS: "class" >
   | < CONST: "const" >
   | < CONTINUE: "continue" >
   | < _DEFAULT: "default" >
   | < DO: "do" >
   | < DOUBLE: "double" >
   | < ELSE: "else" >
   | < EXTENDS: "extends" >
   | < FALSE: "false" >
   | < FINAL: "final" >
   | < FINALLY: "finally" >
   | < FLOAT: "float" >
   | < FOR: "for" >
   | < GOTO: "goto" >
   | < IF: "if" >
   | < IMPLEMENTS: "implements" >
TOKEN: /* IDENTIFIERS */
{

}
TOKEN : /* SEPARATORS */
{
  < LPAREN: "(" >
  | < RPAREN: ")" >
  | < LBRACE: "{" >
  | < RBRACE: "}" >
  | < LBRACKET: "[" >
  | < RBRACKET: "]" >
  | < SEMICOLON: ";" >
  | < COMMA: "," >
  | < DOT: "." >
}

TOKEN : /* OPERATORS */
{

< ASSIGN: "=" >
| < GT: "=" >
| < LT: "<" >
| < BANG: "!" >
| < TILDE: "~" >
| < HOOK: "?" >
| < COLON: ":" >
| < EQ: "==" >
| < LE: "<=" >
| < GE: ">=" >
| < NE: "!=" >
| < SC_OR: "||" >
| < SC_AND: "&&" >
| < INCR: "++" >
| < DECR: "--" >
| < PLUS: "+" >
| < MINUS: "-" >
| < STAR: "*" >
| < SLASH: "/" >
| < BIT_AND: "&" >
| < BIT_OR: "|" >
| < XOR: "^" >
| < REM: "%" >
| < LSHIFT: "<<" >
| < RSIGNEDSHIFT: ">>" >
| < RUNSIGNEDSHIFT: ">>>" >
| < PLUSASSIGN: "+=" >
| < MINUSASSIGN: "-=" >
| < STARASSIGN: "*=" >
| < SLASHASSIGN: "/=" >
| < ANDASSIGN: "&=" >
| < ORASSIGN: "|=" >
| < XORASSIGN: "^=" >
| < REMASSIGN: "%=" >
| < LSHIFTASSIGN: "<<=" >
| < RSIGNEDSHIFTASSIGN: ">>=" >
| < RUNSIGNEDSHIFTASSIGN: ">>>=" >
}

/*****************************
* THE JAVA LANGUAGE GRAMMAR STARTS HERE *
*************************************/

/>
/*
* Program structuring syntax follows.
*/
void CompilationUnit() :
{
{
 [ PackageDeclaration() ]
 ( ImportDeclaration() )* 
 ( TypeDeclaration() )* 
 // <EOF>/*****removed for javacc
 }

void PackageDeclaration() :
{
{
 "package" Name() ";" 
}

void ImportDeclaration() :
{
{
 "import" Name() [ "." "*" ] ";" 
}

void TypeDeclaration() :
{
{

LOOKAHEAD( ( "abstract" | "final" | "public" )* "class" ) 
ClassDeclaration()
| 
InterfaceDeclaration()
| 
";" 
}

/
* Declaration syntax follows.
*/

void ClassDeclaration() :
{
{
{
 ( "abstract" | "final" | "public" )* 
 UnmodifiedClassDeclaration() 
 }

void UnmodifiedClassDeclaration() :
{
{
 "class" <IDENTIFIER> [ "extends" Name() ] [ "implements" NameList() ]
ClassBody()
}

void ClassBody()
{
{
"{" (ClassBodyDeclaration())* "}"}
}

void NestedClassDeclaration()
{
{

( "static" | "abstract" | "final" | "public" | "protected" | "private" )* UnmodifiedClassDeclaration()
}

void ClassBodyDeclaration()
{
{
LOOKAHEAD(2)
Initializer()
|
LOOKAHEAD( ( "static" | "abstract" | "final" | "public" | "protected" | "private" )* "class" ) NestedClassDeclaration()
|
LOOKAHEAD( ( "static" | "abstract" | "final" | "public" | "protected" | "private" )* "interface" ) NestedInterfaceDeclaration()
|
LOOKAHEAD( [ "public" | "protected" | "private" ] Name() "(" ) ConstructorDeclaration()
|
LOOKAHEAD( MethodDeclarationLookahead() ) MethodDeclaration()
|
FieldDeclaration()
}

// This production is to determine lookahead only.
void MethodDeclarationLookahead()
{
{

( "public" | "protected" | "private" | "static" | "abstract" | "final" | "native" | "synchronized" )* ResultType() <IDENTIFIER> "("
( "abstract" | "public" )*
  UnmodifiedInterfaceDeclaration()
}

void NestedInterfaceDeclaration() :
{
{
( "static" | "abstract" | "final" | "public" | "protected" | "private" )*
  UnmodifiedInterfaceDeclaration()
}

void UnmodifiedInterfaceDeclaration() :
{
{
"interface" <IDENTIFIER> [ "extends" NameList() ]
"{" ( InterfaceMemberDeclaration() )* "}"
}

void InterfaceMemberDeclaration() :
{
{
  LOOKAHEAD( ( "static" | "abstract" | "final" | "public" | "protected" | "private" )* "class" )
  NestedClassDeclaration()
  |
  LOOKAHEAD( ( "static" | "abstract" | "final" | "public" | "protected" | "private" )* "interface" )
  NestedInterfaceDeclaration()
  |
  LOOKAHEAD( MethodDeclarationLookahead() )
  MethodDeclaration()
  |
  FieldDeclaration()
}

void FieldDeclaration() :
{
{
( "public" | "protected" | "private" | "static" | "final" | "transient" | "volatile" )*
  Type() VariableDeclarator() ( "," VariableDeclarator() )* ";"
}

void VariableDeclarator() :
{
{
  VariableDeclaratorId() [ "=" VariableInitializer() ]
}

void VariableDeclaratorId() :
{
}
void VariableInitializer() :
{

}

ArrayInitializer()
|
Expression()

void ArrayInitializer() :
{

}

"{" [ VariableInitializer() ( LOOKAHEAD(2) "," VariableInitializer() )* ] [ "," ]""
}

void MethodDeclaration() :
{

}

( "public" | "protected" | "private" | "static" | "abstract" | "final" | "native" | "synchronized" )* ResultType() MethodDeclarator() [ "throws" NameList() ]
( Block() | ";" )
}

void MethodDeclarator() :
{

}

<IDENTIFIER> FormalParameters() ( "[" ] )*
}

void FormalParameters() :
{

}

(" [ FormalParameter() ( "," FormalParameter() )* ] ")"
}

void FormalParameter() :
{

}

[ "final" ] Type() VariableDeclaratorId()
}

void ConstructorDeclaration() :
{

}

[ "public" | "protected" | "private" ]
<IDENTIFIER> FormalParameters() [ "throws" NameList() ]
"{"  
[ LOOKAHEAD(ExplicitConstructorInvocation() ExplicitConstructorInvocation() ]
( BlockStatement() )*  
"}"
}

void ExplicitConstructorInvocation() :
{  
  
  LOOKAHEAD("this" Arguments() ";")
  "this" Arguments() ";;"
  |  
  [ LOOKAHEAD(2) PrimaryExpression() ";;" ] "super" Arguments() ";;"
}

void Initializer() :
{  
  
  [ "static" ] Block()
}

/*
* Type, name and expression syntax follows.
*/

void Type() :
{  
  
  ( PrimitiveType() | Name() ) ( "[" "]" )*  
}

void PrimitiveType() :
{  
  
  "boolean"
  |  
  "char"
  |  
  "byte"
  |  
  "short"
  |  
  "int"
  |  
  "long"
  |  

"float"
|
"double"
}

void ResultType() :
{ }
{ "void"
| Type()
}

void Name() :
/*
 * A lookahead of 2 is required below since "Name" can be followed
 * by a "." when used in the context of an "ImportDeclaration".
 */
{ }
{ <IDENTIFIER>
  ( LOOKAHEAD(2) "." <IDENTIFIER>
  )*
}

void NameList() :
{ }
{ Name()
  ( "." Name()
  )*
}

/*
 * Expression syntax follows.
 */

void Expression() :
{ }
{ LOOKAHEAD( PrimaryExpression() AssignmentOperator() )
  Assignment()
  |
  ConditionalExpression()
}

void Assignment() :
{ }
{
    PrimaryExpression() AssignmentOperator() Expression()
}

void AssignmentOperator()
{
{
    "=" | "+=" | "/=" | "%=" | "+=" | ">>=" | ">">=" | "<<=" | "<<=" | ">"><=" | "&=" | "^=" | "|="
}
}

void ConditionalExpression()
{
{
    ConditionalOrExpression() [ "?" Expression() ":" ConditionalExpression() ]
}
}

void ConditionalOrExpression()
{
{
    ConditionalAndExpression() ( "||" ConditionalAndExpression() )*  
}
}

void ConditionalAndExpression()
{
{
    InclusiveOrExpression() ( "&&" InclusiveOrExpression() )*  
}
}

void InclusiveOrExpression()
{
{
    ExclusiveOrExpression() ( "|" ExclusiveOrExpression() )*  
}
}

void ExclusiveOrExpression()
{
{
    AndExpression() ( "^" AndExpression() )*  
}
}

void AndExpression()
{
{
    EqualityExpression() ( "&" EqualityExpression() )*  
}
}

void EqualityExpression():
void InstanceOfExpression() :
{
    RelationalExpression() [ "instanceof" Type() ]
}

void RelationalExpression() :
{
    ShiftExpression() ( ("<" | ">" | "<=" | ">=" ) ShiftExpression() )*
}

void ShiftExpression() :
{
    AdditiveExpression() ( ("<<" | ">>" | ">>>" ) AdditiveExpression() )*
}

void AdditiveExpression() :
{
    MultiplicativeExpression() ( ("+" | "+" ) MultiplicativeExpression() )*
}

void MultiplicativeExpression() :
{
    UnaryExpression() ( ("*" | "/" | "%" ) UnaryExpression() )*
}

void UnaryExpression() :
{
    ("+" | "+" ) UnaryExpression() 
    | PreIncrementExpression()
    | PreDecrementExpression()
    | UnaryExpressionNotPlusMinus()
}

void PreIncrementExpression() :

void PreDecrementExpression() :
{
{
 "--" PrimaryExpression()
}

void PreDecrementExpression() :
{
{
 "--" PrimaryExpression()
}

void UnaryExpressionNotPlusMinus() :
{
{
 ( "~" | "!" ) UnaryExpression()
 | LOOKAHEAD( CastLookahead() )
 CastExpression()
 | PostfixExpression()
}

// This production is to determine lookahead only. The LOOKAHEAD specifications
// below are not used, but they are there just to indicate that we know about
// this.
void CastLookahead() :
{
{
 LOOKAHEAD(2)
 "(" PrimitiveType()
 |
 LOOKAHEAD("" Name() "[")
 "(" Name() "[" "]")
 |
 "(" Name() ")" ( "~" | "!" | "(" | <IDENTIFIER> | "this" | "super" | "new" | Literal() )
}

void PostfixExpression() :
{
{
 PrimaryExpression() [ "++" | "--" ]
}

void CastExpression() :
{
{
 LOOKAHEAD("" PrimitiveType()
 "(" Type() "))" UnaryExpression()
void PrimaryExpression() :
{
{

PrimaryPrefix() ( LOOKAHEAD(2) PrimarySuffix() )*
}
}

void PrimaryPrefix() :
{
{

Literal()
|
Name()
|
"this"
|
"super" "." <IDENTIFIER>
|
"(" Expression() ")"
|
AllocationExpression()
}

void PrimarySuffix() :
{
{

LOOKAHEAD(2)
"." "this"
|
LOOKAHEAD(2)
"." "class"
|
LOOKAHEAD(2)
"." AllocationExpression()
|
"[" Expression() "]"
|
"." <IDENTIFIER>
|
Arguments()
}

void Literal() :
{
}
{<INTEGER_LITERAL>
|<FLOATING_POINT_LITERAL>
|<CHARACTER_LITERAL>
|<STRING_LITERAL>
|BooleanLiteral()
|NullLiteral()
}

void BooleanLiteral() :
{
{
 "true"
|
 "false"
}
}

void NullLiteral() :
{
{
 "null"
}
}

void Arguments() :
{
{
 "("[ ArgumentList() ] ")"
}
}

void ArgumentList() :
{
{
 Expression() ( "," Expression() )*
}
}

void AllocationExpression() :
{
{
 LOOKAHEAD(2)
 "new" PrimitiveType() ArrayDimensions() [ ArrayInitializer() ]
|
 "new" Name()
 (
ArrayDimensions() [ ArrayInitializer() ]
|
Arguments() [ ClassBody() ]
)
|
/
* The second LOOKAHEAD specification below is to parse to PrimarySuffix
* if there is an expression between the "[...]":
*/
void ArrayDimensions() :
{} |
( LOOKAHEAD(2) "[" Expression() "]" )+ ( LOOKAHEAD(2) "[" "]" )* |
|
/
* Statement syntax follows.
*/

void Statement() :
{} |
| LOOKAHEAD(2)
LabeledStatement()
|
Block()
|
EmptyStatement()
|
StatementExpression() ";"
|
SwitchStatement()
|
IfStatement()
|
WhileStatement()
|
DoStatement()
|
ForStatement()
|
BreakStatement()
|
ContinueStatement()
|
ReturnStatement()
| ThrowStatement() |
| SynchronizedStatement() |
| TryStatement() |

void LabeledStatement() :
{|<IDENTIFIER> ":" Statement() |

void Block() :
{|" ( BlockStatement() )* "}" |

void BlockStatement() :
{|LOOKAHEAD([ "final" ] Type() <IDENTIFIER>)
|LocalVariableDeclaration() ";" |
|Statement() |
|UnmodifiedClassDeclaration() |

void LocalVariableDeclaration() :
{|[ "final" ] Type() VariableDeclarator() ( "," VariableDeclarator() )* |

void EmptyStatement() :
{|";" |

void StatementExpression() :
/*
* The last expansion of this production accepts more than the legal
* Java expansions for StatementExpression.
*/
void SwitchStatement() :
{ }
{
"switch" "(" Expression() ")" "{" 
( SwitchLabel() ( BlockStatement() )* )* 
"" }"
}

void SwitchLabel() :
{ }
{
"case" Expression() ":" 
| 
"default" ":" 
}

void IfStatement() :
/*
 * The disambiguating algorithm of JavaCC automatically binds dangling
 * else's to the innermost if statement. The LOOKAHEAD specification
 * is to tell JavaCC that we know what we are doing.
 */
{ }
{
"if" "(" Expression() ")" Statement() [ LOOKAHEAD(1) "else" Statement() ]
}

void WhileStatement() :
{ }
{
"while" "(" Expression() ")" Statement()
}

void DoStatement() : 
{ }
{ }
"do" Statement() "while" "(" Expression() ")" ";"

void ForStatement():
{
{
"for" "(" [ ForInit() ] ";" [ Expression() ] ";" [ ForUpdate() ] ")" Statement()
}

void ForInit():
{
{
  LOOKAHEAD( [ "final" ] Type() <IDENTIFIER> )
  LocalVariableDeclaration()
  | StatementExpressionList()
}

void StatementExpressionList():
{
{
  StatementExpression() ( "," StatementExpression() )*  
}

void ForUpdate():
{
{
  StatementExpressionList()
}

void BreakStatement():
{
{
  "break" [ <IDENTIFIER> ] ";"
}

void ContinueStatement():
{
{
  "continue" [ <IDENTIFIER> ] ";"
}

void ReturnStatement():
{
{
  "return" [ Expression() ] ";"
}
void ThrowStatement() :
{}  
{  
"throw" Expression() ";"  
}

void SynchronizedStatement() :
{}  
{  
"synchronized" "(" Expression() ")" Block()  
}

void TryStatement() :
/
* Semantic check required here to make sure that at least one
* finally/catch is present.
*/
{}  
{  
"try" Block()  
( "catch" "(" FormalParameter() ")" Block() )*  
[ "finally" Block() ]  
}

/***************************************************************************
* JavaCC tokens start here
***************************************************************************/

TOKEN :		// Reserved words
{
  <EOF_TK: "EOF">  
  | <IGNORE_CASE_TK: "IGNORE_CASE">  
  | <JAVACODE_TK: "JAVACODE">  
  | <LOOKAHEAD_TK: "LOOKAHEAD">  
  | <MORE_TK: "MORE">  
  | <OPTIONS_TK: "options">  
  | <PARSER_BEGIN_TK: "PARSER_BEGIN">  
  | <PARSER_END_TK: "PARSER_END">  
  | <SKIP_TK: "SKIP">  
  | <SPECIAL_TOKEN_TK: "SPECIAL_TOKEN">  
  | <TOKEN_TK: "TOKEN">  
  | <TOKEN_MGR_DECLS_TK: "TOKEN_MGR_DECLS">  
}

TOKEN :// Moved here from Java grammar
{
  < IDENTIFIER: <LETTER> (<LETTER>|<DIGIT>) >
void JavaCCInput() :
{
    JavaCCOptions()

    <PARSER_BEGIN_TK> <LPAREN> <IDENTIFIER> <RPAREN>
    CompilationUnit()

    <PARSER_END_TK> <LPAREN> <IDENTIFIER> <RPAREN>
    ( Production() )* 
    <EOF>
}

void JavaCCOptions() :
{
    [ <OPTIONS_TK> <LBRACE> ( OptionBinding() )* <RBRACE> ]
}

void OptionBinding() :
{
    /* Changed for JTB 1.1
       LOOKAHEAD(3) <IDENTIFIER> <ASSIGN> <INTEGER_LITERAL> <SEMICOLON>
       | <IDENTIFIER> <ASSIGN> BooleanLiteral() <SEMICOLON>
       */
    ( <IDENTIFIER> | <LOOKAHEAD_TK> | <IGNORE_CASE_TK> | <STATIC> ) <ASSIGN>
    ( <INTEGER_LITERAL> | BooleanLiteral() | <STRING_LITERAL> ) <SEMICOLON>
}

void Production() :
{
    JavaCodeProduction()
    | RegularExprProduction()
    | BNFProduction()
    | TokenManagerDecl()
}

void JavaCodeProduction() :
void BNFProduction() :
{}  
{

ResultType() <IDENTIFIER> FormalParameters() <COLON>
"{" (BlockStatement())* "}
<LBRACE> ExpansionChoices() <RBRACE>
}

void RegularExprProduction() :
{}  
{

[ LexicalStateList() ]
RegExprKind() [ <LBRACKET> <IGNORE_CASE_TK> <RBRACKET> ] <COLON>
<LBRACE> RegExprSpec() ( <BIT_OR> RegExprSpec() )* <RBRACE>
}

void TokenManagerDecls() :
{}  
{

<TOKEN_MGR_DECLS_TK> <COLON> ClassBody()
}

void LexicalStateList() :
{}  
{

LOOKAHEAD(2)
<LT> <STAR> <GT>
| <LT> <IDENTIFIER> ( <COMMA> <IDENTIFIER> )* <GT>
}

void RegExprKind() :
{}  
{

<TOKEN_TK>
| <SPECIAL_TOKEN_TK>
| <SKIP_TK>
| <MORE_TK>
}

void RegExprSpec() :
{}
{  
  RegularExpression() [ Block() ] [ <COLON> <IDENTIFIER> ]  
}

void ExpansionChoices() :
{}
{
  Expansion() ( <BIT_OR> Expansion() )*  
}

void Expansion() :
{}
{
  ( LOOKAHEAD(ExpansionUnit()) ExpansionUnit() )*  
}

void ExpansionUnit() :
{}
{
  LocalLookahead()  
  | Block()  
  | LOOKAHEAD(3) <LPAREN> ExpansionChoices() <RPAREN>  
    [ <PLUS> | <STAR> | <HOOK> ]  
  | <LBRACKET> ExpansionChoices() <RBRACKET>  
  | [ LOOKAHEAD(2000000000) PrimaryExpression() <ASSIGN> ]  
    ExpansionUnitTerm()  
}

void ExpansionUnitTerm() :
{}
{
  RegularExpression()  
  | <IDENTIFIER> Arguments()  
}

void LocalLookahead() :
{}
{
  <LOOKAHEAD_TK> <LPAREN> [ LOOKAHEAD(2) <INTEGER_LITERAL> ] [ LOOKAHEAD(2) <COMMA> ]  
    ExpansionChoices() [ <COMMA> ] [ <LBRACE> Expression() <RBRACE> ]  
    <RPAREN>  
}
void RegularExpression() :
{

<STRING_LITERAL>
[ LOOKAHEAD(3) <LT> [ [ <POUND> ] <IDENTIFIER> <COLON> ]
   ComplexRegularExpressionChoices() <GT>
[ LOOKAHEAD(2) <LT> <IDENTIFIER> <GT>
[ <LT> <EOF_TK> <GT>
}

void ComplexRegularExpressionChoices() :
{

 ComplexRegularExpression() ( <BIT_OR> ComplexRegularExpression() )*"}

void ComplexRegularExpression() :
{

 ( ComplexRegularExpressionUnit() )* 
}

void ComplexRegularExpressionUnit() :
{

<STRING_LITERAL>
| <LT> <IDENTIFIER> <GT>
| CharacterList()
| <LPAREN> ComplexRegularExpressionChoices() <RPAREN> [ <PLUS> | <STAR> |
 <HOOK> ]

}

void CharacterList() :
{

 [ <TILDE> ] <LBRACKET> [ CharacterDescriptor() ( <COMMA>
 CharacterDescriptor() )* ] <RBRACKET>
}

void CharacterDescriptor() :
{

 [ <STRING_LITERAL> [ <MINUS> <STRING_LITERAL> ]

}

Found in path(s):
* /opt/cola/permits/1150251194_1627682059.14/0/jtb-1-3-2-sources-jar/EDU/purdue/jtb/jtbgram.jj
1.1386 fribidi 1.0.2-1.el7_9.1.0atomix1

1.1386.1 Available under license:

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* /opt/ws_local/PERMITS_SQL/1013822089_1591370825.53/0/jcip-annotations-1-0-1-sources-
1.1392 rabbitmq-java-client 3.1.0

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1.1393 asm 3.3.1

1.1394 guava 21.0

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  * /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6.jar/org/objectweb/asm/xml/SAXAnnotationAdapter.java
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/**

* Creates a new JSRInliner. <i>Subclasses must not use this
* constructor</i>. Instead, they must use the
* { [@link JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[]])
* version.
* *
* @param mv
*   the <code>MethodVisitor</code> to send the resulting inlined
*   method code to (use <code>null</code> for none).
* @param access
*   the method's access flags (see { @link Opcodes }). This
*   parameter also indicates if the method is synthetic and/or
*   deprecated.
* @param name
*   the method's name.
* @param desc
*   the method's descriptor (see { @link Type }).
* @param signature
*   the method's signature. May be <tt>null</tt>.
*/
* @param exceptions
*  the internal names of the method's exception classes (see
*  { @link Type#getInternalName() getInternalName }). May be
*  <tt>null</tt>.
* @throws IllegalStateException
*  If a subclass calls this constructor.
*/

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/**
 * Creates a new [GeneratorAdapter]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [GeneratorAdapter(int, MethodVisitor, int, String, String)]
 * version.
 *
 * @param mv
 * the method visitor to which this adapter delegates calls.
 * @param access
 * the method's access flags (see [Opcodes]).
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see [Type]).
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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 */
/**
 * Constructs a new {@link Textifier}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the {@link Textifier(int)}
 * version.
 *
 * @throws IllegalStateException
 *             If a subclass calls this constructor.
 */

Found in path(s):
*/
/**
 * /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/util/Textifier.java
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/**
 * Constructs a new {link ClassNode}. <i>Subclasses must not use this constructor</i>. Instead, they must use the {link #ClassNode(int)} version.
 *
 * @throws IllegalStateException If a subclass calls this constructor.
 */

Found in path(s):
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/**
 * Constructs a new [LocalVariableAnnotationNode]. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the
 * [LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)]
 * version.
 *
 * @param typeRef
 * a reference to the annotated type. See [TypeReference].
 * @param typePath
 * the path to the annotated type argument, wildcard bound, array
 * element type, or static inner type within 'typeRef'. May be
 * <tt>null</tt> if the annotation targets 'typeRef' as a whole.
 * @param start
 * the fist instructions corresponding to the continuous ranges
 * that make the scope of this local variable (inclusive).
 * @param end
 * the last instructions corresponding to the continuous ranges
 * that make the scope of this local variable (exclusive). This
 * array must have the same size as the 'start' array.
 * @param index
 * the local variable's index in each range. This array must have
 * the same size as the 'start' array.
 * @param desc
 * the class descriptor of the annotation class.
 */

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* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/tree/analysis/SimpleVerifier.java
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* /opt/cola/permits/1135863767_1613617914.89/0/asm-5-0-4-sources-6-jar/org/objectweb/asm/commons/Method.java
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 * Creates a new [@link AnalyzerAdapter]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)]
 * version.
 *
 * @param owner
 * the owner's class name.
 * @param access
 * the method's access flags (see [@link Opcodes]).
 * @param name
 * the method's name.
 * @param desc
 */
* the method's descriptor (see [@link Type Type]).
* @param mv
* the method visitor to which this adapter delegates calls. May
* be <tt>null</tt>.
* @throws IllegalStateException
* If a subclass calls this constructor.
*/

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The snowball stemmers in
- analysis/common/src/java/net/sf/snowball
were developed by Martin Porter and Richard Boulton.
The snowball stopword lists in
- analysis/common/src/resources/org/apache/lucene/analysis/snowball
were developed by Martin Porter and Richard Boulton.
The full snowball package is available from http://snowball.tartarus.org/

The KStem stemmer in
- analysis/common/src/org/apache/lucene/analysis/en
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The Arabic,Persian,Romanian,Bulgarian, Hindi and Bengali analyzers (common) come with a default stopword list that is BSD-licensed created by Jacques Savoy. These files reside in:
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- analysis/common/src/resources/org/apache/lucene/analysis/ro/stopwords.txt,
- analysis/common/src/resources/org/apache/lucene/analysis/bg/stopwords.txt,
- analysis/common/src/resources/org/apache/lucene/analysis/hi/stopwords.txt,
The German, Spanish, Finnish, French, Hungarian, Italian, Portuguese, Russian and Swedish light stemmers (common) are based on BSD-licensed reference implementations created by Jacques Savoy and Ljiljana Dolamic. These files reside in:

- `analysis/common/src/java/org/apache/lucene/analysis/de/GermanLightStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/de/GermanMinimalStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/es/SpanishLightStemmer.java`
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- `analysis/common/src/java/org/apache/lucene/analysis/fr/FrenchMinimalStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/hu/HungarianLightStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/it/ItalianLightStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/pt/PortugueseLightStemmer.java`
- `analysis/common/src/java/org/apache/lucene/analysis/sv/SwedishLightStemmer.java`

The Stempel analyzer (stempel) includes BSD-licensed software developed by the Egothor project http://egothor.sf.net/, created by Leo Galambos, Martin Kvapil, and Edmond Nolan.

The Polish analyzer (stempel) comes with a default stopword list that is BSD-licensed created by the Carrot2 project. The file resides in stempel/src/resources/org/apache/lucene/analysis/pl/stopwords.txt. See http://project.carrot2.org/license.html.

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<html>
<body>
<p>
Class, field, and method level annotations for describing thread-safety policies.
</p>

<p>
Three class-level annotations describe the <em>intended</em> thread-safety promises of a class: <code>@Immutable</code>, <code>@ThreadSafe</code>, and <code>@NotThreadSafe</code>. <code>@Immutable</code> means that the class is immutable, and implies <code>@ThreadSafe</code>. 
<code>@NotThreadSafe</code> is optional; if a class is not annotated as thread-safe, it should be presumed not to be
thread-safe, but if you want to make it extra clear, use
<code>@NotThreadSafe</code>.
</p>

<p>
These annotations are relatively unintrusive and are beneficial to
both users and maintainers. Users can see immediately whether a class
is thread-safe, and maintainers can see immediately whether
thread-safety guarantees must be preserved. Annotations are also
useful to a third constituency: tools. Static code-analysis tools may
be able to verify that the code complies with the contract indicated
by the annotation, such as verifying that a class annotated with
<code>@Immutable</code> actually is immutable.
</p>

<h2>Field and method annotations</h2>

<p>
The class-level annotations above are part of the public documentation
for the class. Other aspects of a class's thread-safety strategy are
entirely for maintainers and are not part of its public documentation.
</p>

<p>
Classes that use locking should document which state variables are
guarded with which locks, and which locks are used to guard those
variables. A common source of inadvertent non-thread-safety is when a
thread-safe class consistently uses locking to guard its state, but is
later modified to add either new state variables that are not
adequately guarded by locking, or new methods that do not use locking
properly to guard the existing state variables. Documenting which
variables are guarded by which locks can help prevent both types of
omissions.
</p>

<p>
The <code>@GuardedBy(lock)</code> annotation documents that a field or method should
be accessed only with a specific lock held.
</p>

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*/

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* /opt/cola/permits/1135913176_1613629761.33/0/jcip-annotations-1-0-sources-2-jar/net/jcip/annotations/ThreadSafe.java
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==============

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

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

One common dilemma is that [GPL](https://www.gnu.org/licenses/gpl.html) licensed code is not allowed to be linked with code licensed under the [Original BSD license](https://spdx.org/licenses/BSD-4-Clause.html) (with the announcement clause). You may still build your own copies that use them all, but distributing them as binaries would be to violate the GPL license - unless you accompany your license with an [exception](https://www.gnu.org/licenses/gpl-faq.html#GPLIncompatibleLibs). This particular problem was addressed when the [Modified BSD license](https://opensource.org/licenses/BSD-3-Clause) was created, which does not have the announcement clause that collides with GPL.

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

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

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1.1426 jackson-databind 2.9.9.3

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Jackson is a high-performance, Free/Open Source JSON processing library. 
It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has
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1.1428 junit 3.8.2
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* /opt/cola/permits/1204625805_1631953871.26/0/spring-webflux-5-2-5-release-sources-jar/org/springframework/web/reactive/result/method/annotation/SessionAttributeMethodArgumentResolver.java
* /opt/cola/permits/1204625805_1631953871.26/0/spring-webflux-5-2-5-release-sources-jar/org/springframework/web/reactive/result/condition/RequestConditionHolder.java
* /opt/cola/permits/1204625805_1631953871.26/0/spring-webflux-5-2-5-release-sources-jar/org/springframework/web/reactive/function/client/WebClientException.java
* /opt/cola/permits/1204625805_1631953871.26/0/spring-webflux-5-2-5-release-sources-jar/org/springframework/web/reactive/config/WebFluxConfigurerComposite.java
* /opt/cola/permits/1204625805_1631953871.26/0/spring-webflux-5-2-5-release-sources-jar/org/springframework/web/reactive/config/UrlBasedViewResolverRegistration.java
* /opt/cola/permits/1204625805_1631953871.26/0/spring-webflux-5-2-5-release-sources-jar/org/springframework/web/reactive/config/ResourceChainRegistration.java
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  jar/io/netty/channel/pool/ChannelHealthChecker.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-
  jar/io/netty/channel/pool/ChannelPoolMap.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-
  jar/io/netty/channel/pool/DefaultMaxBytesRecvByteBufAllocator.java

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jar/io/netty/bootstrap/ServerBootstrapConfig.java
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* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/SelectStrategy.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/bootstrap/AbstractBootstrapConfig.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/bootstrap/AbstractBootstrapConfig.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/PreferHeapByteBufAllocator.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/ChannelInboundInvoker.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/ChannelInboundInvoker.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/bootstrap/BootstrapConfig.java
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* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/PendingWriteQueue.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/ChannelFactory.java
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*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/socket/oio/OioSocketChannelConfig.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/ChannelProgressivePromise.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/group/ChannelGroupException.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/DefaultAddressedEnvelope.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/group/DefaultChannelGroup.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/socket/oio/DefaultOioServerSocketChannelConfig.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/ChannelHandlerAdapter.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/DefaultMessageSizeEstimator.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/ChannelProgressiveFuture.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/group/ChannelMatcher.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/ConnectTimeoutException.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/ChannelId.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/DefaultChannelProgressivePromise.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/ChannelProgressiveFutureListener.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/socket/oio/OioServerSocketChannelConfig.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/bootstrap/ChannelFactory.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/MessageSizeEstimator.java
*/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/OutboundBuffer.java
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* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/bootstrap/FailedChannel.java
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* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
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* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/socket/ChannelInputShutdownReadComplete.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-jar/io/netty/channel/internal/ChannelUtils.java

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jar/io/netty/channel/socket/nio/ProtocolFamilyConverter.java
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jar/io/netty/channel/embedded/package-info.java
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jar/io/netty/channel/embedded/EmbeddedChannel.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-
jar/io/netty/channel/embedded/package-info.java
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* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-
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* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-
jar/io/netty/channel/channel/package-info.java
* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-
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* /opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources-
jar/io/netty/channel/socket/DatagramPacket.java
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/**
 * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
 * its \[link ChannelPipeline\].
 *
 * \[th3\]Sub-types</h3>
 * \[p\]
 * \[link ChannelHandler\] itself does not provide many methods, but you usually have to implement one of its
 * subtypes:
 * \[ul\]
 * \[li\] \[link ChannelInboundHandler\] to handle inbound I/O events, and</li>
 * \[li\] \[link ChannelOutboundHandler\] to handle outbound I/O operations.</li>
 * \[/ul\]
 * \[p\]
 * \[p\]
 * Alternatively, the following adapter classes are provided for your convenience:
 * \[ul\]
 * \[li\] \[link ChannelInboundHandlerAdapter\] to handle inbound I/O events,</li>
 * \[li\] \[link ChannelOutboundHandlerAdapter\] to handle outbound I/O operations, and</li>
 * \[li\] \[link ChannelDuplexHandler\] to handle both inbound and outbound events</li>
 * \[/ul\]
 * \[p\]
 * \[p\]
 * For more information, please refer to the documentation of each subtype.
 * \[p\]
 *
 * \[th3\]The context object</h3>
 * \[p\]
 * A \[link ChannelHandler\] is provided with a \[link ChannelHandlerContext\]
* object. A [{@link ChannelHandler}] is supposed to interact with the
* [{@link ChannelPipeline}] it belongs to via a context object. Using the
* context object, the [{@link ChannelHandler}] can pass events upstream or
* downstream, modify the pipeline dynamically, or store the information
* (using [{@link AttributeKey}]s) which is specific to the handler.
*
* <h3>State management</h3>
*
* A [{@link ChannelHandler}] often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* <pre>
* public interface Message {
*     // your methods here
* }
*
* public class DataServerHandler extends [{@link SimpleChannelInboundHandler}Message] {
*
*     private boolean loggedIn;
*
*     @Override
*     public void channelRead0([@link ChannelHandlerContext] ctx, Message message) {
*         @link Channel ch = e.getChannel();
*         if (message instanceof LoginMessage) {
*             authenticate((LoginMessage) message);
*             loggedIn = true;</b>
*         } else (message instanceof GetDataMessage) {
*             if (b>loggedIn) {
*                 ch.write(fetchSecret((GetDataMessage) message));
*             } else {
*                 fail();
*             }
*         }
*     }
* }
*
* Because the handler instance has a state variable which is dedicated to
* one connection, you have to create a new handler instance for each new
* channel to avoid a race condition where a unauthenticated client can get
* the confidential information:
* <pre>
* // Create a new handler instance per channel.
* // See [{@link ChannelInitializer}initChannel(Channel)].
* public class DataServerInitializer extends [{@link ChannelInitializer}]&lt;{@link Channel}&gt; {
*     @Override
*     public void initChannel([@link Channel] channel) {
*         channel.pipeline().addLast("handler", &lt;b&gt;new DataServerHandler()&lt;/b&gt;);
*     }
* }
Using `AttributeKey`s

Although it's recommended to use member variables to store the state of a handler, for some reason you might not want to create many handler instances. In such a case, you can use `AttributeKey`s which is provided by `ChannelHandlerContext`:

```java
public interface Message {
    // your methods here
}

@Sharable
public class DataServerHandler extends SimpleChannelInboundHandler<Message> {
    private final AttributeKey<Boolean> auth = AttributeKey.valueOf("auth");

    @Override
    public void channelRead(ChannelHandlerContext ctx, Message message) {
        Attribute<Boolean> attr = ctx.attr(auth);
        Channel ch = ctx.channel();
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) o);
            attr.set(true);
        } else if (message instanceof GetDataMessage) {
            if (Boolean.TRUE.equals(attr.get())) {
                ch.write(fetchSecret((GetDataMessage) o));
            } else {
                fail();
            }
        }
    }

    ...}
```

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

```java
public class DataServerInitializer extends ChannelInitializer<Channel> {

    private static final DataServerHandler SHARED = new DataServerHandler();

    @Override
    public void initChannel(Channel channel) {
        channel.pipeline().addLast("handler", SHARED);
    }
```
The `@Sharable` annotation

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

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

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

This annotation is provided for documentation purpose, just like the JCIP annotations.

Additional resources worth reading

Please refer to the `ChannelHandler`, and `ChannelPipeline` to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

Found in path(s):

/opt/cola/permits/1111556647_1606933708.28/0/netty-transport-4-1-22-final-sources.jar/io/netty/channel/ChannelHandler.java

1.1432 pam 1.1.8 23.el7

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1.1435 swagger-annotations 2.1.10

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1.1436 javax-ws-rs-api 2.1.1

1.1437 pkg-config 0.27.1 4.el7

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maven-settings (3.5.2)

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1.1443 md5-simd 1.1.0

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1.1444 okio 2.7.0

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1.1450 spring-boot-starter-data-elasticsearch

2.2.6.RELEASE

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 * Constructs a new {link LocalVariablesSorter}. {i}Subclasses must not use this constructor{/i}.
 * Instead, they must use the {link #LocalVariablesSorter(int, int, String, MethodVisitor)}
 * version.
 *
 * @param access access flags of the adapted method.
 * @param descriptor the method's descriptor (see {link Type}).
 * @param methodVisitor the method visitor to which this adapter delegates calls.
 * @throws IllegalStateException if a subclass calls this constructor.
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/**
 * Constructs a new {@link SerialVersionUIDAdder}. <i>Subclasses must not use this
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 * version.
 * * @param classVisitor a { @link ClassVisitor } to which this visitor will delegate calls.
 * @throws IllegalStateException If a subclass calls this constructor.
 */

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1.1455 pyasn1 0.4.2
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ASN.1 library for Python

------------------------
[![PyPI](https://img.shields.io/pypi/v/pyasn1.svg?maxAge=2592000)](https://pypi.python.org/pypi/pyasn1)
[![Python Versions](https://img.shields.io/pypi/pyversions/pyasn1.svg)](https://pypi.python.org/pypi/pyasn1/)
[![Coverage Status](https://img.shields.io/codecov/c/github/etingof/pyasn1.svg)](https://codecov.io/github/etingof/pyasn1)
This is a free and open source implementation of ASN.1 types and codecs as a Python package. It has been first written to support particular protocol (SNMP) but then generalized to be suitable for a wide range of protocols based on [ASN.1 specification](https://www.itu.int/rec/dologin_pub.asp?lang=e&id=T-REC-X.208-198811-W!!PDF-E&type=items).

**Features**

* Generic implementation of ASN.1 types (X.208)
* Standards compliant BER/CER/DER codecs
* Dumps/loads ASN.1 structures from Python types
* 100% Python, works with Python 2.4 up to Python 3.6
* MT-safe
* Contributed ASN.1 compiler [Asn1ate](https://github.com/kimgr/asn1ate)

**Why using pyasn1**

ASN.1 solves the data serialisation problem. This solution was designed long ago by the wise Ancients. Back then, they did not have the luxury of wasting bits. That is why ASN.1 is designed to serialise data structures of unbounded complexity into something compact and efficient when it comes to processing the data.

That probably explains why many network protocols and file formats still rely on the 30+ years old technology. Including a number of high-profile Internet protocols and file formats.

Quite a number of books cover the topic of ASN.1. [Communication between heterogeneous systems](http://www.oss.com/asn1/dubuisson.html) by Olivier Dubuisson is one of those high quality books freely available on the Internet.

The pyasn1 package is designed to help Python programmers tackling network protocols and file formats at the comfort of their Python prompt. The tool struggles to capture all aspects of a rather complicated ASN.1 system and to represent it on the Python terms.

**How to use pyasn1**

With pyasn1 you can build Python objects from ASN.1 data structures.
For example, the following ASN.1 data structure:

```bash
Record ::= SEQUENCE {
  id        INTEGER,
  room  [0] INTEGER OPTIONAL,
  house [1] INTEGER DEFAULT 0
}
```

Could be expressed in pyasn1 like this:

```python
class Record(Sequence):
  componentType = NamedTypes(
    NamedType('id', Integer()),
    OptionalNamedType('room', Integer().subtype(
      implicitTag=Tag(tagClassContext, tagFormatSimple, 0)
    )),
    DefaultedNamedType('house', Integer(0).subtype(
      implicitTag=Tag(tagClassContext, tagFormatSimple, 1)
    ))
  )

It is in the spirit of ASN.1 to take abstract data description and turn it into a programming language specific form. Once you have your ASN.1 data structure expressed in Python, you can use it along the lines of similar Python type (e.g. ASN.1 `SET` is similar to Python `dict`, `SET OF` to `list`):

```python
>>> record = Record()
>>> record['id'] = 123
>>> record['room'] = 321
>>> str(record)
'Record:
  id=123
  room=321'
```

Part of the power of ASN.1 comes from its serialisation features. You can serialise your data structure and send it over the network.
Conversely, you can turn serialised ASN.1 content, as received from network or read from a file, into a Python object which you can introspect, modify, encode and send back.

```python
>>> from pyasn1.codec.der.decoder import decode
>>> received_record, rest_of_substrate = decode(substrate, asn1Spec=Record())
>>> for field in received_record:
...    print('{} is {}'.format(field, received_record[field]))
id is 123
room is 321
house is 0

>>> record == received_record
True
>>> received_record.update(room=123)
>>> substrate = encode(received_record)
>>> hexdump(substrate)
00000: 30 06 02 01 7B 80 01 7B
```

The pyasn1 classes struggle to emulate their Python prototypes (e.g. int, list, dict etc.). But ASN.1 types exhibit more complicated behaviour. To make life easier for a Pythonista, they can turn their pyasn1 classes into Python built-ins:

```python
>>> from pyasn1.codec.native.encoder import encode
>>> encode(record)
{'id': 123, 'room': 321, 'house': 0}
```

Or vice-versa -- you can initialize an ASN.1 structure from a tree of Python objects:

```python
>>> from pyasn1.codec.native.decoder import decode
>>> record = decode({'id': 123, 'room': 321, 'house': 0}, asn1Spec=Record())
>>> str(record)
```
With ASN.1 design, serialisation codecs are decoupled from data objects, so you could turn every single ASN.1 object into many different serialised forms. As of this moment, pyasn1 supports BER, DER, CER and Python built-ins codecs. The extremely compact PER encoding is expected to be introduced in the upcoming pyasn1 release.

More information on pyasn1 APIs can be found in the [documentation](http://snmplabs.com/pyasn1/), compiled ASN.1 modules for different protocols and file formats could be found in the pyasn1-modules [repo](https://github.com/etingof/pyasn1-modules).

How to get pyasn1
-----------------

The pyasn1 package is distributed under terms and conditions of 2-clause BSD [license](http://snmplabs.com/pyasn1/license.html). Source code is freely available as a GitHub [repo](https://github.com/etingof/pyasn1).

You could `pip install pyasn1` or download it from [PyPI](https://pypi.python.org/pypi/pyasn1).

If something does not work as expected, [open an issue](https://github.com/etingof/pyasn1/issues) at GitHub or post your question [on Stack Overflow](http://stackoverflow.com/questions/ask) or try browsing pyasn1 [mailing list archives](https://sourceforge.net/p/pyasn1/mailman/pyasn1-users/).

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Abstract Syntax Notation One (ASN.1) is a technology for exchanging structured data in a universally understood, hardware agnostic way. Many industrial, security and telephony applications heavily rely on ASN.1.

The `pyasn1` library implements ASN.1 support in pure-Python.

What is ASN.1
-------------

ASN.1 is a large, arguably over-engineered and extremely old data modelling and serialisation tool. It is probably among the first serialisation protocols in the history of computer science and technology.

ASN.1 started its life over 30 years ago as a serialisation mechanism for the first electronic mail (known as X.400). Later on if was split off the e-mail application and become a stand-alone tech still being actively supported by its designers and widely used in industry and technology.

Since then ASN.1 is sort of haunted by its relations with the OSI model -- the first, unsuccessful, version of the Internet. You can read many interesting discussions on that topic.

In the following years, generations of software engineers tackled the serialisation problem many times. We can see that in Google's `ProtoBuffers` or `FlatBuffers`, for example. Interestingly, many new takes on binary protocol design do not depart far from ASN.1 from technical perspective. It's more of a matter of striking a balance between processing overhead, wire format overhead and human readability.

Looking at what ASN.1 has to offer, it has three loosely coupled parts:

* Data types: the standard introduces a collection of basic data types
(integers, bits, strings, arrays and records) that can be used for describing arbitrarily complex, nested data structures.

* Serialisation protocols: the above data structures could be converted into a series of octets for storage or transmission over the wire as well as recovered back into their structured form. The system is fully agnostic to hardware architectures differences.

* Schema language: ASN.1 data structures could be described in terms of a schema language for ASN.1 compiler to turn it into platform-specific implementation.

ASN.1 applications

---------------

Being an old and generally successful standard, ASN.1 is widely adopted for many uses. To give you an example, these technologies use ASN.1 for their data exchange needs:

* Signaling standards for the public switched telephone network (SS7 family)
* Network management standards (SNMP, CMIP)
* Directory standards (X.500 family, LDAP)
* Public Key Infrastructure standards (X.509, etc.)
* PBX control (CSTA)
* IP-based Videoconferencing (H.323 family)
* Biometrics (BIP, CBEFF, ACBio)
* Intelligent transportation (SAE J2735)
* Cellular telephony (GSM, GPRS/EDGE, UMTS, LTE)

ASN.1 gotchas

----------

Apparently, ASN.1 is hard to implement properly. Quality open-source ASN.1 tools are rare, but ad-hoc implementations are numerous. Judging from the `statistics <http://cve.mitre.org/cgi-bin/cvekey.cgi?keyword=ASN.1>`_ on discovered security vulnerabilities, many people have implemented ASN.1 parsers and oftentimes fell victim to its edge cases.

On the bright side, ASN.1 has been around for a long time, it is well understood and security reviewed.

Documentation

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.. toctree::

   :maxdepth: 2

   /pyasn1/contents
Use case
--------

Use case
--------

Download & Install
------------------

Changes
-------

License
-------

Getting help
-------------


All changes and release history is maintained in changelog. There you could also download the latest unreleased pyasn1 tarball containing the latest fixes and improvements.
mailing list archive.

Books on ASN.1
--------------

The pyasn1 implementation is largely based on reading up the following awesome books:

* `ASN.1 - Communication between heterogeneous systems <http://www.oss.com/asn1/dubuisson.html>`_ by Olivier Dubuisson

Here you can get the official standards which is hard to read:


On the other end of the readability spectrum, here is a quick and sweet write up:


If you are working with ASN.1, we'd highly recommend reading a proper book on the subject.
df3a2b7/pyasn1/type/namedval.py
* /opt/cola/permits/1114240522_1607457079.84/0/etingof-pyasn1-v0-4-2-0-gdf3a2b7-tar-gz/etingof-pyasn1-df3a2b7/pyasn1/codec/ber/decoder.py
* /opt/cola/permits/1114240522_1607457079.84/0/etingof-pyasn1-v0-4-2-0-gdf3a2b7-tar-gz/etingof-pyasn1-df3a2b7/tests/codec/cer/test_decoder.py
* /opt/cola/permits/1114240522_1607457079.84/0/etingof-pyasn1-v0-4-2-0-gdf3a2b7-tar-gz/etingof-pyasn1-df3a2b7/tests/compat/test_octets.py
* /opt/cola/permits/1114240522_1607457079.84/0/etingof-pyasn1-v0-4-2-0-gdf3a2b7-tar-gz/etingof-pyasn1-df3a2b7/tests/compar/test_integer.py
* /opt/cola/permits/1114240522_1607457079.84/0/etingof-pyasn1-v0-4-2-0-gdf3a2b7-tar-gz/etingof-pyasn1-df3a2b7/pyasn1/type/base.py
* /opt/cola/permits/1114240522_1607457079.84/0/etingof-pyasn1-v0-4-2-0-gdf3a2b7-tar-gz/etingof-pyasn1-df3a2b7/pyasn1/codec/ber/encoder.py
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* /opt/cola/permits/1114240522_1607457079.84/0/etingof-pyasn1-v0-4-2-0-gdf3a2b7-tar-gz/etingof-pyasn1-df3a2b7/pyasn1/compat/ber/encoder.py
* /opt/cola/permits/1114240522_1607457079.84/0/etingof-pyasn1-v0-4-2-0-gdf3a2b7-tar-gz/etingof-pyasn1-df3a2b7/pyasn1/compat/ber/decoder.py
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1.1456 jackson 2.2.1
1.1456.1 Available under license :

# Jackson JSON processor

Jackson is a high-performance, Free/Open Source JSON processing library. It was originally written by Tatu Saloranta (tatu.saloranta@iki.fi), and has been in development since 2007. It is currently developed by a community of developers, as well as supported commercially by FasterXML.com.
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/ObjectArrays.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/base/Predicate.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/SetMultimap.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/ByFunctionOrdering.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/ForwardingSortedMap.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/base/FinalizablePhantomReference.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/ForwardingMapEntry.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/Multimap.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/eventbus/DeadEvent.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/Ordering.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/Sets.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/LinkedHashMultimap.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/eventbus/package-info.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/Lists.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/io/ByteStreams.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/ReverseOrdering.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/collect/AbstractListMultimap.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/collect/BiMap.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/collect/EnumBiMap.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/collect/EnumHashBiMap.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/io/LittleEndianDataOutputStream.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/base/Function.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/collect/TreeMultimap.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/collect/ForwardingMultiset.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/collect/MutableClassToInstanceMap.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/base/Defaults.java
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  jar/com/google/common/collection/ComputingConcurrentHashMap.java
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  jar/com/google/common/collection/ContiguousSet.java
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  jar/com/google/common/collection/HashBiMap.java
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  jar/com/google/common/base/Preconditions.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/util/concurrent/AbstractIdleService.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/util/concurrent/SettableFuture.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/SingletonImmutableTable.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/RegularImmutableSortedSet.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/xml/XmlEscapers.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/primitives/SignedBytes.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/ForwardingTable.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/ForwardingListenableFuture.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/SimpleImmutableSortedMap.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/base/UrlEscapers.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/util/concurrent/Callables.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/base/Splitter.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collection/AbstractIndexedListIterator.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/SparseImmutableTable.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/collection/Table.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/collection/UnmodifiableIterator.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/collection/PeekingIterator.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/collection/CollectPreconditions.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/collection/TreeBasedTable.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/io/MultiReader.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/base/CharMatcher.java
jar/com/google/common/collect/Tables.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/base/Stopwatch.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/net/PercentEscaper.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/primitives/Ints.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/escape/UnicodeEscaper.java

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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/ForwardingSetMultimap.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/annotations/package-info.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/UnmodifiableListIterator.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/SortedMapDifference.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/RowSortedTable.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/MinMaxPriorityQueue.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/ForwardingSetMultimap.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/UnmodifiableListIterator.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/SortedMapDifference.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/MinMaxPriorityQueue.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/annotations/package-info.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/UnmodifiableListIterator.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/SortedMapDifference.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/MinMaxPriorityQueue.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/UnmodifiableListIterator.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/SortedMapDifference.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/MinMaxPriorityQueue.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/ForwardingListMultimap.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collect/ForwardingListMultimap.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/util/concurrent/ThreadFactoryBuilder.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/util/concurrent/Monitor.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/util/concurrent/ListeningExecutorService.java

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jar/com/google/common/collect/CartesianList.java
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jar/com/google/common/collect/ImmutableRangeMap.java
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jar/com/google/common/collect/ImmutableRangeSet.java
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jar/com/google/common/hash/SipHashFunction.java
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jar/com/google/common/collect/FilteredKeyMultimap.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/base/CaseFormat.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common_util/concurrent/AggregateFuture.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/util/concurrent/Futures.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/util/concurrent/FakeTimeLimiter.java
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5.jar/com/google/common/reflect/TypeToken.java
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jar/com/google/common/util/concurrent/UncheckedException.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-
jar/com/google/common/util/concurrent/GwtFuturesCatchingSpecialization.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-
jar/com/google/common/util/concurrent/SimpleTimeLimiter.java
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* As of 2010/06/11, this method is identical to the (package private) hash
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* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/util/concurrent/WrappingScheduledExecutorService.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/thirdparty/publicsuffix/PublicSuffixType.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/collection/ImmutableMapEntry.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/eventbus/SubscriberExceptionHandler.java
* /opt/cola/permits/1150909099_1617718347.03/0/guava-19-0-sources-5-jar/com/google/common/io/CharSequenceReader.java
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jar/com/google/common/util/concurrent/InterruptibleTask.java
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jar/com/google/common/util/concurrent/Platform.java
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1.1473 annotation-indexer 2.0.5.Final

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Manifest-Version: 1.0
Bnd-LastModified: 1520384541064
Build-Jdk: 1.8.0_144
Build-Timestamp: Wed, 7 Mar 2018 12:02:16 +1100
Built-By: stuart
Bundle-Description: Parent POM for JBoss projects. Provides default project build configuration.
Bundle-DocURL: http://www.jboss.org
Bundle-License: http://www.apache.org/licenses/LICENSE-2.0.txt
Bundle-ManifestVersion: 2
Bundle-Name: Java Annotation Indexer
Bundle-SymbolicName: org.jboss.jandex
Bundle-Vendor: JBoss by Red Hat
Bundle-Version: 2.0.5.Final
Created-By: Apache Maven Bundle Plugin
Export-Package: org.jboss.jandex;version="2.0.5.Final"
Implementation-Title: Java Annotation Indexer
Implementation-URL: http://www.jboss.org/jandex
Implementation-Vendor: JBoss by Red Hat
Implementation-Vendor-Id: org.jboss
Implementation-Version: 2.0.5.Final
Import-Package: org.apache.tools.ant;resolution:=optional,org.apache.tools.***
ls.ant.types;resolution:=optional
Java-Vendor: Oracle Corporation
Java-Version: 1.8.0_144
Main-Class: org.jboss.jandex.Main
Os-Arch: x86_64
Os-Name: Mac OS X
Os-Version: 10.13.3
Scm-Connection: scm:git:git@github.com:jboss/jboss-parent-pom.git/jandex
Scm-Revision: e8a7800652daee80704a502c89ff575b8c027408a
Scm-Url: http://github.com/jboss/jboss-parent-pom/jandex
Specification-Title: Java Annotation Indexer
Specification-Vendor: JBoss by Red Hat
Specification-Version: 2.0.5.Final
Tool: Bnd-1.50.0

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1.1474  trilead-ssh 1.0.0-build220

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* /opt/cola/permits/1149072743_1618429227.28/0/trilead-ssh2-1-0-0-build220-sources-1.jar/com/trilead/ssh2/crypto/cipher/AES.java

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* /opt/cola/permits/1149072743_1618429227.28/0/trilead-ssh2-1-0-0-build220-sources-1.jar/com/trilead/ssh2/crypto/digest/MD5.java

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* /opt/cola/permits/1149072743_1618429227.28/0/trilead-ssh2-1-0-0-build220-sources-1-
  jar/com/trilead/ssh2/crypto/cipher/DES.java

1.1475 grpc-context 1.20.0

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1.1476 maven-settings 2.0.6

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- jsp_2_3.xsd
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* /opt/cola/permits/1136508481_1613775493.43/0/slf4j-simple-1-6-6-sources-1.jar/org/slf4j/impl/SimpleLogger.java

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  jar/org/slf4j/impl/StaticLoggerBinder.java
* /opt/cola/permits/1136508481_1613775493.43/0/slf4j-simple-1-6-6-sources-1-
  jar/org/slf4j/impl/StaticMDCBinder.java
* /opt/cola/permits/1136508481_1613775493.43/0/slf4j-simple-1-6-6-sources-1-
  jar/org/slf4j/impl/SimpleLoggerFactory.java
* /opt/cola/permits/1136508481_1613775493.43/0/slf4j-simple-1-6-6-sources-1-
  jar/org/slf4j/impl/StaticMarkerBinder.java

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1.1484 spring-boot-starter-webflux

2.2.6.RELEASE

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1.1485 netty-codec-socks 4.1.48.Final

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* /opt/ws_local/PERMITS_SQL/1068448939_1594389094.68/0/netty-codec-socks-4-1-48-final-sources-1-jar/io/netty/handler/codec/socksx/UnknownSocksRequest.java
* /opt/ws_local/PERMITS_SQL/1068448939_1594389094.68/0/netty-codec-socks-4-1-48-final-sources-1-jar/io/netty/handler/codec/socksx/UnknownSocksRequest.java
jar/io/netty/handler/codec/socks/SocksCmdRequestDecoder.java
*/
*/
jar/io/netty/handler/codec/socksx/v5/DefaultSocks5InitialRequest.java
*/
*/
jar/io/netty/handler/codec/socks/SocksRequest.java
*/
*/
jar/io/netty/handler/codec/socks/SocksAuthRequest.java
*/
*/
jar/io/netty/handler/codec/socks/SocksMessage.java
*/
*/
jar/io/netty/handler/codec/socksx/v5/DefaultSocks5PasswordAuthRequest.java
*/
*/
jar/io/netty/handler/codec/socks/SocksInitRequestDecoder.java
*/
*/
jar/io/netty/handler/codec/socksx/v4/Socks4CommandRequest.java
*/
*/
jar/io/netty/handler/codec/socks/SocksResponse.java
*/
*/
*/
*/
jar/io/netty/handler/codec/socksx/v5/Socks5CommandRequestDecoder.java
*/
*/
jar/io/netty/handler/codec/socksx/v4/Socks4ClientDecoder.java
*/
*/
jar/io/netty/handler/codec/socksx/v5/Socks5ServerEncoder.java
*/
*/
jar/io/netty/handler/codec/socksx/v5/Socks5CommandRequest.java
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  jar/io/netty/handler/codec/sockx/SocksPortUnificationServerHandler.java
* /opt/ws_local/PERMITS_SQL/1068448939_1594389094.68/0/netty-codec-socks-4-1-48-final-sources-1-
  jar/io/netty/handler/codec/socksx/v5/Socks5AddressDecoder.java
* /opt/ws_local/PERMITS_SQL/1068448939_1594389094.68/0/netty-codec-socks-4-1-48-final-sources-1-
  jar/io/netty/handler/codec/socksx/v5/Socks5AddressEncoder.java
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  jar/io/netty/handler/codec/socks/SocksRequestType.java
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  jar/io/netty/handler/codec/socksx/v5/Socks5PasswordAuthStatus.java
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  jar/io/netty/handler/codec/socks/SubnegotiationVersion.java
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  jar/io/netty/handler/codec/socks/SocksResponseType.java
* /opt/ws_local/PERMITS_SQL/1068448939_1594389094.68/0/netty-codec-socks-4-1-48-final-sources-1-
  jar/io/netty/handler/codec/socks/SocksCmdStatus.java
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  jar/io/netty/handler/codec/socks/SocksAuthScheme.java
* /opt/ws_local/PERMITS_SQL/1068448939_1594389094.68/0/netty-codec-socks-4-1-48-final-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068448939_1594389094.68/0/netty-codec-socks-4-1-48-final-sources-1-
jar/META-INF/maven/io.netty/netty-codec-socks/pom.xml

**1.1486 jzlib 1.0.7**

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1.1487 thrift 0.13.0

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package minio

import (  
"bytes"  
"context"
// objectLegalHold - object legal hold specified in
// https://docs.aws.amazon.com/AmazonS3/latest/API/archive-RESTObjectPUTLegalHold.html
// type objectLegalHold struct {
//  XMLNS   string          `xml:"xmlns,attr,omitempty"
//  XMLName xml.Name        `xml:"LegalHold"
//  Status  LegalHoldStatus `xml:"Status,omitempty"
// }

// PutObjectLegalHoldOptions represents options specified by user for PutObjectLegalHold call
// type PutObjectLegalHoldOptions struct {
//  VersionID string
//  Status    *LegalHoldStatus
// }

// GetObjectLegalHoldOptions represents options specified by user for GetObjectLegalHold call
// type GetObjectLegalHoldOptions struct {
//  VersionID string
// }

// LegalHoldStatus - object legal hold status.
// type LegalHoldStatus string

const (
  // LegalHoldEnabled indicates legal hold is enabled
  LegalHoldEnabled LegalHoldStatus = "ON"

  // LegalHoldDisabled indicates legal hold is disabled
  LegalHoldDisabled LegalHoldStatus = "OFF"
)

func (r LegalHoldStatus) String() string {
  return string(r)
}

// IsValid - check whether this legal hold status is valid or not.
func (r LegalHoldStatus) IsValid() bool {
  return r == LegalHoldEnabled || r == LegalHoldDisabled
}

func newObjectLegalHold(status *LegalHoldStatus) (*objectLegalHold, error) {

}
if status == nil {
    return nil, fmt.Errorf("Status not set")
}
if !status.IsValid() {
    return nil, fmt.Errorf("invalid legal hold status `\%v`", status)
}
legalHold := &objectLegalHold{
    Status: *status,
}
return legalHold, nil

// PutObjectLegalHold : sets object legal hold for a given object and versionID.
func (c Client) PutObjectLegalHold(ctx context.Context, bucketName, objectName string, opts PutObjectLegalHoldOptions) error {
    // Input validation.
    if err := s3utils.CheckValidBucketName(bucketName); err != nil {
        return err
    }
    if err := s3utils.CheckValidObjectName(objectName); err != nil {
        return err
    }

    // Get resources properly escaped and lined up before
    // using them in http request.
    urlValues := make(url.Values)
    urlValues.Set("legal-hold", ")
    if opts.VersionID != "" {
    }
    lh, err := newObjectLegalHold(opts.Status)
    if err != nil {
        return err
    }
    lhData, err := xml.Marshal(lh)
    if err != nil {
        return err
    }

    reqMetadata := requestMetadata{
        bucketName:       bucketName,
        objectName:       objectName,
        queryValues:      urlValues,
        contentBody:      bytes.NewReader(lhData),
    }
// Execute PUT Object Legal Hold.
defer closeResponse(resp)
if err != nil {
    return err
}
if resp != nil {
        return httpRespToErrorResponse(resp, bucketName, objectName)
    }
}
return nil

// GetObjectLegalHold gets legal-hold status of given object.
func (c Client) GetObjectLegalHold(ctx context.Context, bucketName, objectName string, opts GetObjectLegalHoldOptions) (status *LegalHoldStatus, err error) {
    // Input validation.
    if err := s3utils.CheckValidBucketName(bucketName); err != nil {
        return nil, err
    }
    if err := s3utils.CheckValidObjectName(objectName); err != nil {
        return nil, err
    }
    urlValues := make(url.Values)
    urlValues.Set("legal-hold", ":")
    if opts.VersionID != ""
    
    // Execute GET on bucket to list objects.
    resp, err := c.executeMethod(ctx, http.MethodGet, requestMetadata{
        bucketName:       bucketName,
        objectName:       objectName,
        queryValues:      urlValues,
        contentSHA256Hex: emptySHA256Hex,
    })
    defer closeResponse(resp)
    if err != nil {
        return nil, err
    }
if resp != nil {
    if resp.StatusCode != http.StatusOK {
        return nil, httpRespToErrorResponse(resp, bucketName, objectName)
    }
}

lh := &objectLegalHold{}
if err = xml.NewDecoder(resp.Body).Decode(lh); err != nil {
    return nil, err
}

return &lh.Status, nil

1.1489 transport 6.8.7

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*/
/**
* Creates a new { @link GeneratorAdapter}. <i>Subclasses must not use this
* constructor</i>. Instead, they must use the
* {@link GeneratorAdapter(int, MethodVisitor, int, String, String)}
* version.
*
* @param mv
* the method visitor to which this adapter delegates calls.
* @param access
* the method's access flags (see { @link Opcodes}).
* @param name
* the method's name.
* @param desc
* the method's descriptor (see { @link Type Type}).
* @throws IllegalStateException
*             If a subclass calls this constructor.
*/

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*/
/**
 * Constructs a new [ @link ClassNode ]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the [ @link #ClassNode(int)]
 * version.
 *
 * @throws IllegalStateException
 *       If a subclass calls this constructor.
 */

/*

Found in path(s):
/…asm-tree-5-0-1-sources-2-jar/org/objectweb/asm/tree/ClassNode.java

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/**
 * Constructs a new {@link Textifier}. <i>Subclasses must not use this
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 *
 * @throws IllegalStateException
 *             If a subclass calls this constructor.
 */

Found in path(s):
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jar/org/objectweb asm/util/ASMifiable.java
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/**
 * Creates a new [@link AnalyzerAdapter]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * {[@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)]

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* version.
* 
* @param owner
*   the owner's class name.
* @param access
*   the method's access flags (see {@link Opcodes}).
* @param name
*   the method's name.
* @param desc
*   the method's descriptor (see {@link Type Type}).
* @param mv
*   the method visitor to which this adapter delegates calls. May
*   be <tt>null</tt>.
* @throws IllegalStateException
*   If a subclass calls this constructor.
*/

Found in path(s):
* /opt/cola/permits/1139589042_1614664668.68/0/asm-tree-5-0-1-sources-2-
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* /opt/cola/permits/1139589042_1614664668.68/0/asm-tree-5-0-1-sources-2-
  jar/org/objectweb/asm/optimizer/shrink-frames.properties
* /opt/cola/permits/1139589042_1614664668.68/0/asm-tree-5-0-1-sources-2-
  jar/org/objectweb/asm/optimizer/shrink-writer.properties
* /opt/cola/permits/1139589042_1614664668.68/0/asm-tree-5-0-1-sources-2-
  jar/org/objectweb/asm/optimizer/shrink-annotations.properties
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  jar/org/objectweb/asm/optimizer/shrink.properties
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/**
 * Creates a new JSRInliner. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [ @link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[]) ]
 * version.
 *
 * @param mv
 * the <code>MethodVisitor</code> to send the resulting inlined
 * method code to (use <code>null</code> for none).
 * @param access
 * the method's access flags (see [ @link Opcodes ]). This
 * parameter also indicates if the method is synthetic and/or
 * deprecated.
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see [ @link Type ]).
* @param signature
*     the method's signature. May be &lt;tt>null&lt;/tt&gt;.
* @param exceptions
*     the internal names of the method's exception classes (see
*     { @link Type#getInternalName() getInternalName()}). May be
*     &lt;tt>null&lt;/tt&gt;.
* @throws IllegalStateException
*     If a subclass calls this constructor.
*/

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 */
/**
 * Constructs a new { @link LocalVariableAnnotationNode}. &lt;i&gt;Subclasses must
 * not use this constructor&lt;/i&gt;. Instead, they must use the
 * { @link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)}
* version.
*
* @param typeRef
* a reference to the annotated type. See {@link TypeReference}.
* @param typePath
* the path to the annotated type argument, wildcard bound, array
* element type, or static inner type within 'typeRef'. May be
* <tt>null</tt> if the annotation targets 'typeRef' as a whole.
* @param start
* the fist instructions corresponding to the continuous ranges
* that make the scope of this local variable (inclusive).
* @param end
* the last instructions corresponding to the continuous ranges
* that make the scope of this local variable (exclusive). This
* array must have the same size as the 'start' array.
* @param index
* the local variable's index in each range. This array must have
* the same size as the 'start' array.
* @param desc
* the class descriptor of the annotation class.
*

Found in path(s):
* /opt/cola/permits/1139589042_1614664668.68/0/asm-tree-5-0-1-sources-2-
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* /opt/cola/permits/1139589042_1614664668.68/0/asm-tree-5-0-1-sources-2-jar/org/objectweb/asm/TypePath.java

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Daniel Savarese <dfs at savarese.org> is the original author of the
OROMatcher, PerlTools, AwkTools, and TextTools packages that became
the Jakarta-ORO project.
Jon Stevens <jon at collab.net> helped prepare the first release of jakarta-oro and is a constant help in keeping the project consistent with the Jakarta project as a whole.

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Michael Davey <michael.davey at coderage.org> fixed some documentation and added a missing int substitute(...) method to Perl5Util.

Harald Kuhn <harald at ontopia.net> updated MatchActionProcessor.processMatches() to accommodate character encodings.

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* /opt/cola/permits/1177939685_1625570697.96/0/springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/schema/ApiModelProperties.java
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* /opt/cola/permits/1177939685_1625570697.96/0/springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/web/TagsSorter.java
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* /opt/cola/permits/1177939685_1625570697.96/0/springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/web/DocExpansion.java
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jar/springfox/documentation/swagger/common/HostNameProvider.java
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* /opt/cola/permits/1177939685_1625570697.96/0/springfox-swagger-common-2-9-2-sources-3-
jar/springfox/documentation/swagger/readers/operation/SwaggerOperationResponseClassReader.java
* /opt/cola/permits/1177939685_1625570697.96/0/springfox-swagger-common-2-9-2-sources-3-
jar/springfox/documentation/swagger/readers/operation/SwaggerResponseMessageReader.java
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* /opt/cola/permits/1177939685_1625570697.96/0/springfox-swagger-common-2-9-2-sources-3-
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  /opt/cola/permits/1177939685_1625570697.96/0/springfox-swagger-common-2-9-2-sources-3-jar/springfox/documentation/swagger/readers/parameter/Examples.java

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* /opt/cola/permits/1150250241_1627682060.04/0/spring-boot-configuration-processor-2-2-6-release-sources-1-jar/org/springframework/boot/configurationprocessor/fieldvalues/javac/ExpressionTree.java
* /opt/cola/permits/1150250241_1627682060.04/0/spring-boot-configuration-processor-2-2-6-release-sources-1-jar/org/springframework/boot/configurationprocessor/fieldvalues/FieldValuesParser.java

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* /opt/cola/permits/1150250241_1627682060.04/0/spring-boot-configuration-processor-2-2-6-release-sources-1-jar/org/springframework/boot/configurationprocessor/fieldvalues/FieldValuesParser.java
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* /opt/cola/permits/1150250241_1627682060.04/0/spring-boot-configuration-processor-2-2-6-release-sources-1.jar/org/springframework/boot/configurationprocessor/metadata/InvalidConfigurationMetadataException.java
* /opt/cola/permits/1150250241_1627682060.04/0/spring-boot-configuration-processor-2-2-6-release-sources-1.jar/org/springframework/boot/configurationprocessor/package-info.java
* /opt/cola/permits/1150250241_1627682060.04/0/spring-boot-configuration-processor-2-2-6-release-sources-1.jar/org/springframework/boot/configurationprocessor/ConstructorParameterPropertyDescriptor.java
* /opt/cola/permits/1150250241_1627682060.04/0/spring-boot-configuration-processor-2-2-6-release-sources-1.jar/org/springframework/boot/configurationprocessor/MetadataGenerationEnvironment.java
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maintainer_email = contact@palletsprojects.com
description = Composable command line interface toolkit
long_description = file: README.rst
long_description_content_type = text/x-rst
classifiers =
Development Status :: 5 - Production/Stable
Intended Audience :: Developers
License :: OSI Approved :: BSD License
Operating System :: OS Independent
Programming Language :: Python

[options]
packages = find:
package_dir = = src
include_package_data = true
python_requires = >= 3.6

[options.packages.find]
where = src

[tool:pytest]
testpaths = tests
filterwarnings =
error

[coverage:run]
branch = true
source =
click
tests

[coverage:paths]
source =
click
*/site-packages

[flake8]
select = B, E, F, W, B9, ISC
ignore =
E203
E501
E722
W503
max-line-length = 80
per-file-ignores =
src/click/__init__.py: F401

[mypy]
files = src/click
python_version = 3.6
disallow_subclassing_any = True
disallow_untyped_calls = True
disallow_untyped_defs = True
disallow_incomplete_defs = True
check_untyped_defs = True
no_implicit_optional = True
local_partial_types = True
no_implicit_reexport = True
strict_equality = True
warn_redundant_casts = True
warn_unused_configs = True
warn_unused_ignores = True
warn_return_any = True
warn_unreachable = True

[mypy-colorama.*]
ignore_missing_imports = True

[mypy-importlib_metadata.*]
ignore_missing_imports = True

[egg_info]
tag_build =
tag_date = 0

Found in path(s):
* /opt/cola/permits/1212549943_1634637984.77/0/click-8-0-3-tar-gz/click-8.0.3/setup.cfg
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Metadata-Version: 2.1
Name: click
Version: 8.0.3
Summary: Composable command line interface toolkit
Home-page: https://palletsprojects.com/p/click/
Author: Armin Ronacher
Author-email: armin.ronacher@active-4.com
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Project-URL: Chat, https://discord.gg/pallets
Platform: UNKNOWN
Classifier: Development Status :: 5 - Production/Stable
Classifier: Intended Audience :: Developers
Classifier: License :: OSI Approved :: BSD License
Classifier: Operating System :: OS Independent
Classifier: Programming Language :: Python
Requires-Python: >=3.6
Description-Content-Type: text/x-rst
Click is a Python package for creating beautiful command line interfaces in a composable way with as little code as necessary. It's the "Command Line Interface Creation Kit". It's highly configurable but comes with sensible defaults out of the box.

It aims to make the process of writing command line tools quick and fun while also preventing any frustration caused by the inability to implement an intended CLI API.

Click in three points:

- Arbitrary nesting of commands
- Automatic help page generation
- Supports lazy loading of subcommands at runtime

Installing
----------

Install and update using `pip`:

.. code-block:: text

   $ pip install -U click


A Simple Example
----------------

.. code-block:: python

   import click
   
   @click.command()
   @click.option('--count', default=1, help='Number of greetings.')
   @click.option('--name', prompt='Your name', help='The person to greet.')
   def hello(count, name):
      '''Simple program that greets NAME for a total of COUNT times.'''
      for _ in range(count):
          click.echo(f'Hello, {name}!')
if __name__ == '__main__':
    hello()

.. code-block:: text

    $ python hello.py --count=3
    Your name: Click
    Hello, Click!
    Hello, Click!
    Hello, Click!

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------

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Links
-----

- Documentation: https://click.palletsprojects.com/
- Changes: https://click.palletsprojects.com/changes/
- PyPI Releases: https://pypi.org/project/click/
- Source Code: https://github.com/pallets/click
- Issue Tracker: https://github.com/pallets/click/issues
- Website: https://palletsprojects.com/p/click
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Found in path(s):
* /opt/cola/permits/1212549943_1634637984.77/0/click-8-0-3-tar-gz/click-8.0.3/src/click.egg-info/PKG-INFO
* /opt/cola/permits/1212549943_1634637984.77/0/click-8-0-3-tar-gz/click-8.0.3/PKG-INFO

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.. _contrib:

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

As the userbase of Click grows, more and more major feature requests pop up in Click’s bugtracker. As reasonable as it may be for those features to be bundled
with Click instead of being a standalone project, many of those requested features are either highly experimental or have unproven practical use, while potentially being a burden to maintain.

This is why click-contrib_ exists. The GitHub organization is a collection of possibly experimental third-party packages whose feature set does not belong into Click, but also a playground for major features that may be added to Click in the future. It is also meant to coordinate and concentrate effort on writing third-party extensions for Click, and to ease the effort of searching for such extensions. In that sense it could be described as a low-maintenance alternative to extension repositories of other frameworks.

Please note that the quality and stability of those packages may be different than what you expect from Click itself. While published under a common organization, they are still projects separate from Click.

.. _click-contrib: https://github.com/click-contrib/

Found in path(s):
* /opt/cola/permits/1212549943_1634637984.77/0/click-8-0-3-tar-gz/click-8.0.3/docs/contrib.rst

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Found in path(s):
* /opt/cola/permits/1212549943_1634637984.77/0/click-8-0-3-tar-gz/click-8.0.3/tests/test_formatting.py

1.1504 libfontenc 1.1.3-3.el7

1.1504.1 Available under license:

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1.505 commons-collections 4.4

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public DomainDataRegionImpl build() {

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public DomainDataRegionImpl buildDomainDataRegion() {


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The implementations of GSSAPI mechglue in GSSAPI-SPNEGO in "src/lib/gssapi", including the following files:

lib/gssapi/generic/gssapi_err_generic.et
lib/gssapi/mechglue/g_accept_sec_context.c
lib/gssapi/mechglue/g_acquire_cred.c
lib/gssapi/mechglue/g_canon_name.c
lib/gssapi/mechglue/g_compare_name.c
lib/gssapi/mechglue/g_context_time.c
lib/gssapi/mechglue/g_delete_sec_context.c
lib/gssapi/mechglue/g_dsp_name.c
lib/gssapi/mechglue/g_dsp_status.c
lib/gssapi/mechglue/g_dup_name.c
lib/gssapi/mechglue/g_exp_sec_context.c
lib/gssapi/mechglue/g_export_name.c
lib/gssapi/mechglue/g_glue.c
lib/gssapi/mechglue/g_imp_name.c
lib/gssapi/mechglue/g_imp_sec_context.c
lib/gssapi/mechglue/g_init_sec_context.c
lib/gssapi/mechglue/g_initialize.c
lib/gssapi/mechglue/g_inquire_context.c
lib/gssapi/mechglue/g_inquire_cred.c
lib/gssapi/mechglue/g_inquire_names.c
lib/gssapi/mechglue/g_process_context.c
lib/gssapi/mechglue/g_rel_buffer.c
lib/gssapi/mechglue/g_rel_cred.c
lib/gssapi/mechglue/g_rel_name.c
lib/gssapi/mechglue/g_rel_oid_set.c
lib/gssapi/mechglue/g_seal.c
lib/gssapi/mechglue/g_sign.c
lib/gssapi/mechglue/g_store_cred.c
lib/gssapi/mechglue/g_unseal.c
lib/gssapi/mechglue/g_userok.c
lib/gssapi/mechglue/g_utils.c
lib/gssapi/mechglue/g_verify.c
lib/gssapi/mechglue/gssd_pname_to_uid.c
lib/gssapi/mechglue/mglueP.h
lib/gssapi/mechglue/oid_ops.c
lib/gssapi/spnego/gssapiP_spnego.h
lib/gssapi/spnego/spnego_mech.c

and the initial implementation of incremental propagation, including
the following new or changed files:

    include/iprop_hdr.h
    kadmin/server/ipropd_svc.c
    lib/kdb/iprop.x
    lib/kdb/kdb_convert.c
    lib/kdb/kdb_log.c
    lib/kdb/kdb_log.h
    lib/krb5/error_tables/kdb5_err.et
    slave/kpropd_rpc.c
    slave/kproplog.c

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  jar/io/netty/handler/codec/HttpCookieDecoder.java
* /opt/ws_local/PERMITS_SQL/1063377411_1592971901.67/0/netty-codec-http-4.1.43-final-sources-1-
  jar/io/netty/handler/codec/HttpResponseEncoder.java
* /opt/ws_local/PERMITS_SQL/1063377411_1592971901.67/0/netty-codec-http-4.1.43-final-sources-1-
  jar/io/netty/handler/codec/QueryStringDecoder.java
* /opt/ws_local/PERMITS_SQL/1063377411_1592971901.67/0/netty-codec-http-4.1.43-final-sources-1-
  jar/io/netty/handler/codec/HttpWebsocketFrame.java
* /opt/ws_local/PERMITS_SQL/1063377411_1592971901.67/0/netty-codec-http-4.1.43-final-sources-1-
  jar/io/netty/handler/codec/websocketx/package-info.java
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* /opt/ws_local/PERMITS_SQL/1063377411_1592971901.67/0/netty-codec-http-4.1.43-final-sources-1-
  jar/io/netty/handler/codec/websocketx/WebSocketClientHandshaker.java
* /opt/ws_local/PERMITS_SQL/1063377411_1592971901.67/0/netty-codec-http-4.1.43-final-sources-1-
  jar/io/netty/handler/codec/multipart/Attribute.java
* /opt/ws_local/PERMITS_SQL/1063377411_1592971901.67/0/netty-codec-http-4.1.43-final-sources-1-
  jar/io/netty/handler/codec/HttpConstants.java
* /opt/ws_local/PERMITS_SQL/1063377411_1592971901.67/0/netty-codec-http-4.1.43-final-sources-1-
  jar/io/netty/handler/codec/multipart/AbstractHttpData.java
* /opt/ws_local/PERMITS_SQL/1063377411_1592971901.67/0/netty-codec-http-4.1.43-final-sources-1-
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  jar/io/netty/handler/codec/rtp/RtpMethods.java
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  * /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/EpollTcpInfo.java
  * /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/EpollDatagramChannel.java
  * /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/NativeDatagramPacketArray.java
  * /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/EpollEventLoopGroup.java
  * /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/package-info.java
  * /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/EpollEventLoop.java

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* /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/AbstractEpollServerChannel.java
* /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/EpollDomainSocketChannel.java
* /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/EpollChannelConfig.java
* /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/EpollRecvByteAllocatorHandle.java
* /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/EpollMode.java
* /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/EpollRecvByteAllocatorStreamingHandle.java
* /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/EpollDomainSocketChannelConfig.java
* /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/EpollEventArray.java

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 * Set the [@code TCP_MD5SIG] option on the socket. See [@code linux/tcp.h] for more details.
 * Keys can only be set on, not read to prevent a potential leak, as they are confidential.
 * Allowing them being read would mean anyone with access to the channel could get them.
 */
/**
 * Set the [@code TCP_QUICKACK] option on the socket. See <a href="http://linux.die.net/man/7/tcp">TCP_QUICKACK</a>
 * for more details.
 */

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* /opt/cola/permits/1177956784_1625584654.92/0/netty-transport-native-epoll-4-1-48-final-sources-5-jar/io/netty/channel/epoll/EpollSocketChannelConfig.java
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 * Allowing them being read would mean anyone with access to the channel could get them.
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DOCUMENTATION ROADMAP
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OVERVIEW General description of JPEG and the IJG software.
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REFERENCES Where to learn more about JPEG.
ARCHIVE LOCATIONS Where to find newer versions of this software.
RELATED SOFTWARE Other stuff you should get.
FILE FORMAT WARS  Software *not* to get.
TO DO  Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:
install.doc  How to configure and install the IJG software.
usage.doc   Usage instructions for cjpe, djpe, jpe, rdjpgcom, and wrjpgcom.
*.1       Unix-style man pages for programs (same info as usage.doc).
wizard.doc  Advanced usage instructions for JPEG wizards only.
change.log  Version-to-version change highlights.

Programmer and internal documentation:
libjpeg.doc  How to use the JPEG library in your own programs.
example.c    Sample code for calling the JPEG library.
structure.doc Overview of the JPEG library's internal structure.
filelist.doc  Road map of IJG files.
coderules.doc Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

OVERVIEW
========

This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images. JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting
the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files, plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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ltnconfig, ltmain.sh). Another support script, install-sh, is copyright
by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by
patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot
legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

We are required to state that
"The Graphics Interchange Format(c) is the Copyright property of CompuServe Incorporated. GIF(sm) is a Service Mark property of CompuServe Incorporated."

REFERENCES
==========

We highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44. (Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data
The JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging $95 for Part 1 and $47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

Literature Department
C-Cube Microsystems, Inc.
1778 McCarthy Blvd.
Milpitas, CA 95035
phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz. There is also a plain text version at ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from ftp.sgi.com or from ftp://ftp.uu.net/graphics/jpeg/. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library...
uses our library to implement TIFF/JPEG per the Note. libtiff is available from ftp://ftp.sgi.com/graphics/tiff/.

ARCHIVE LOCATIONS

The "official" archive site for this software is ftp.uu.net (Internet address 192.48.96.9). The most recent released version can always be found there in directory graphics/jpeg. This particular version will be archived as ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only ftp.uu.net is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the ftp.uu.net release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups comp.graphics.misc, news.answers, and other groups. It is available on the World Wide Web at http://www.faqs.org/faqs/jpeg-faq/ and other news.answers archive sites, including the official news.answers archive at rtfm.mit.edu: ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/.

If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body
send usenet/news.answers/jpeg-faq/part1
send usenet/news.answers/jpeg-faq/part2

RELATED SOFTWARE

Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBMPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest
version is distributed by the NetPBM group, and is available from numerous sites, notably ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/. Unfortunately PBMPLUS/NETPBM is not nearly as portable as the IJG software is; you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from ftp://havefun.stanford.edu/pub/jpeg/. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

FILE FORMAT WARS
================

Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!
The major thrust for v7 will probably be improvement of visual quality.
The current method for scaling the quantization tables is known not to be
very good at low Q values. We also intend to investigate block boundary
smoothing, "poor man's variable quantization", and other means of improving
quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG
Part 3 extensions --- principally, variable quantization and the SPIFF file
format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to jpeg-info@uunet.uu.net.

1.1578 maven-artifact-manager 2.0.6
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  jar/io/netty/channel/DefaultAddressedEnvelope.java
* /opt/cola/permits/1110676194_1606843461.55/0/netty-transport-4-1-34-final-sources-2-
  jar/io/netty/channel/socket/oio/DefaultOioServerSocketChannelConfig.java
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  jar/io/netty/channel/group/ChannelGroup.java
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 */

/**
 * Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
 * its {@link ChannelPipeline}
 *
 * <h3>Sub-types</h3>
 * <p>
 * {@link ChannelHandler} itself does not provide many methods, but you usually have to implement one of its
 * subtypes:
 * <ul>
 * <li>{@link ChannelInboundHandler} to handle inbound I/O events, and</li>
 * <li>{@link ChannelOutboundHandler} to handle outbound I/O operations.</li>
 * </ul>
 * <p>
 */
* Alternatively, the following adapter classes are provided for your convenience:
  * <ul>
    * <li>{@link ChannelInboundHandlerAdapter} to handle inbound I/O events,</li>
    * <li>{@link ChannelOutboundHandlerAdapter} to handle outbound I/O operations, and</li>
    * <li>{@link ChannelDuplexHandler} to handle both inbound and outbound events</li>
  * </ul>
* For more information, please refer to the documentation of each subtype.
* </p>
* <p>
* <h3>The context object</h3>
* <p>
* A {@link ChannelHandler} is provided with a {@link ChannelHandlerContext} object. A {@link ChannelHandler} is supposed to interact with the
* {@link ChannelPipeline} it belongs to via a context object. Using the
* context object, the {@link ChannelHandler} can pass events upstream or
* downstream, modify the pipeline dynamically, or store the information
* (using {@link AttributeKey}’s) which is specific to the handler.
* </p>
* <h3>State management</h3>
* <p>
* A {@link ChannelHandler} often needs to store some stateful information.
* The simplest and recommended approach is to use member variables:
* </p>
* <pre>
* public interface Message {
*     // your methods here
* }
* </pre>
* public class DataServerHandler extends {@link SimpleChannelInboundHandler}<Message> {
  *
  * &lt;b&gt;private boolean loggedIn;&lt;/b&gt;
  *
  * { @code @Override
  * public void channelRead0( {@link ChannelHandlerContext} ctx, Message message) {
  *     if (message instanceof LoginMessage) {
  *         authenticate((LoginMessage) message);
  *         &lt;b&gt;loggedIn = true;&lt;/b&gt;
  *     } else (message instanceof GetDataMessage) {
  *         if (&lt;b&gt;loggedIn&lt;/b&gt;) {
  *             ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
  *         } else {
  *             fail();
  *         }
  *     }
  * }
  * ...
  * }
  */
  */
Because the handler instance has a state variable which is dedicated to
one connection, you have to create a new handler instance for each new
channel to avoid a race condition where a unauthenticated client can get
the confidential information:

// Create a new handler instance per channel.
// See {@link ChannelInitializer#initChannel(Channel)}.
public class DataServerInitializer extends {@link ChannelInitializer}<{@link Channel}> {
    {@code @Override}
    public void initChannel({@link Channel} channel) {
        channel.pipeline().addLast("handler", <b>new DataServerHandler()</b>);
    }
}

Using {@link AttributeKey}s

Although it's recommended to use member variables to store the state of a
handler, for some reason you might not want to create many handler instances.
In such a case, you can use {@link AttributeKey}s which is provided by
{@link ChannelHandlerContext}:

public interface Message {
    // your methods here
}

[@code @Sharable]
public class DataServerHandler extends {@link SimpleChannelInboundHandler}<Message> {
    private final {@link AttributeKey}<{@link Boolean}> auth =
        {@link AttributeKey#valueOf(String) AttributeKey.valueOf("auth")};

    {@code @Override}
    public void channelRead({@link ChannelHandlerContext} ctx, Message message) {
        @link Attribute<{@link Boolean}> attr = ctx.attr(auth);
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) o);
            <b>attr.set(true)</b>;
        } else (message instanceof GetDataMessage) {
            if (<b>Boolean.TRUE.equals(attr.get())</b>) {
                ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
            } else {
                fail();
            }
        }
    }
}

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

```java
public class DataServerInitializer extends ChannelInitializer<Channel> {

    private static final DataServerHandler SHARED = new DataServerHandler();

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

### The `@Sharable` annotation

In the example above which used an `AttributeKey`, you might have noticed the `@Sharable` annotation. If a `ChannelHandler` is annotated with the `@Sharable` annotation, it means you can create an instance of the handler just once and add it to one or more `ChannelPipeline`'s multiple times without a race condition.

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

This annotation is provided for documentation purpose, just like the JCIP annotations.

### Additional resources worth reading

Please refer to the `ChannelHandler`, and `ChannelPipeline` to find out more about inbound and outbound operations, what fundamental differences they have, how they flow in a pipeline, and how to handle the operation in your application.

`*/`

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* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/ssl/PseudoRandomFunction.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/ssl/util/SimpleKeyManagerFactory.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/ssl/SslMasterKeyHandler.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/address/DynamicAddressConnectHandler.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/address/package-info.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/util/X509KeyManagerWrapper.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/ssl/TrustManagerFactoryWrapper.java

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* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/stream/ChunkedStream.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/timeout/TimeoutException.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/stream/ChunkedInput.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/timeout/WriteTimeoutException.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/timeout/IdleStateEvent.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/timeout/WriteTimeoutHandler.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/logging/LogLevel.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/timeout/IdleState.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/ssl/SslHandler.java
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jar/io/netty/handler/ssl/SslHandshakeCompletionEvent.java

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* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources.jar/io/netty/handler/ssl/PemValue.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources.jar/io/netty/handler/ssl/PemPrivateKey.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources.jar/io/netty/handler/ssl/PemEncoded.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources.jar/io/netty/handler/ssl/Java8SslUtils.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources.jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources.jar/io/netty/handler/ssl/PemX509Certificate.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources.jar/io/netty/handler/ssl/FlushConsolidationHandler.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources.jar/io/netty/handler/flush/package-info.java

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* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/ssl/Conscrypt.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/ssl/SniCompletionEvent.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/ssl/ocsp/OscpClientHandler.java
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* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/ssl/AbstractSniHandler.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/ssl/SslClientHelloHandler.java
* /opt/cola/permits/1127396331_1611810327.52/0/netty-handler-4-1-58-final-sources-jar/io/netty/handler/ssl/JdkAlpnSslUtils.java
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1.1604 swagger-integration 2.1.9

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Manifest-Version: 1.0
Bundle-Description: swagger-integration
Automatic-Module-Name: io.swagger.v3.oas.integration
Bundle-License: "Apache License 2.0"; link="http://www.apache.org/licenses/LICENSE-2.0.html"
package: io.swagger
Bundle-SymbolicName: io.swagger.core.v3.swagger-integration
implementation-version: 2.1.9
Built-By: runner
Bundle-ManifestVersion: 2
Bundle-DocURL: https://github.com/swagger-api/swagger-core/modules/swagger-integration
Require-Capability: osgi.ee; filter="(&amp(osgi.ee=JavaSE)(version=1.8))"
Bundle-Developers: fehguy; email="fehguy@gmail.com"; name="Tony Tam", webron; email="webron@gmail.com"; name="Ron Ratovsky"
url: https://github.com/swagger-api/swagger-core/modules/swagger-integration
mode: development
Bundle-Name: swagger-integration
Bundle-Version: 2.1.9
1.1605 spring-web-mvc 5.2.5.RELEASE

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 * A contract for inspecting and potentially modifying request data values such
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 *
 * Implementations may use this contract for example as part of a solution
 * to provide data integrity, confidentiality, protection against cross-site
 * request forgery (CSRF), and others or for other tasks such as automatically
 * adding a hidden field to all forms and URLs.
 *
 * View technologies that support this contract can obtain an instance to
 * delegate to via {link RequestContext#getRequestDataValueProcessor()}.  
 *
 * @author Rossen Stoyanchev
 * @since 3.1
 */

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* /opt/ws_local/PERMITS_SQL/1068412523_1594396285.89/0/spring-webmvc-5-2-5-release-sources-1-jar/org/springframework/web/servlet/support/RequestDataValueProcessor.java
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* /opt/ws_local/PERMITS_SQL/1068412523_1594396285.89/0/spring-webmvc-5-2-5-release-sources-1-
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  jar/org/springframework/web/servlet/HandlerExecutionChain.java
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* /opt/ws_local/PERMITS_SQL/1068412523_1594396285.89/0/spring-webmvc-5-2-5-release-sources-1-
  jar/org/springframework/web/servlet/config/annotation/DelegatingWebMvcConfiguration.java
* /opt/ws_local/PERMITS_SQL/1068412523_1594396285.89/0/spring-webmvc-5-2-5-release-sources-1-
  jar/org/springframework/web/servlet/handler/SimpleUrlHandlerMapping.java
* /opt/ws_local/PERMITS_SQL/1068412523_1594396285.89/0/spring-webmvc-5-2-5-release-sources-1-
  jar/org/springframework/web/servlet/function/DefaultServerRequestBuilder.java
* /opt/ws_local/PERMITS_SQL/1068412523_1594396285.89/0/spring-webmvc-5-2-5-release-sources-1-jar/org/springframework/web/servlet/mvc/method/annotation/SessionAttributeMethodArgumentResolver.java
* /opt/ws_local/PERMITS_SQL/1068412523_1594396285.89/0/spring-webmvc-5-2-5-release-sources-1-jar/org/springframework/web/servlet/handler/AbstractUrlHandlerMapping.java
* /opt/ws_local/PERMITS_SQL/1068412523_1594396285.89/0/spring-webmvc-5-2-5-release-sources-1-jar/org/springframework/web/servlet/view/script/ScriptTemplateConfigurer.java
* /opt/ws_local/PERMITS_SQL/1068412523_1594396285.89/0/spring-webmvc-5-2-5-release-sources-1-jar/org/springframework/web/servlet/resource/ResourceUrlProviderExposingInterceptor.java
* /opt/ws_local/PERMITS_SQL/1068412523_1594396285.89/0/spring-webmvc-5-2-5-release-sources-1-jar/org/springframework/web/servlet/mvc/condition/ParamsRequestCondition.java
* /opt/ws_local/PERMITS_SQL/1068412523_1594396285.89/0/spring-webmvc-5-2-5-release-sources-1-jar/org/springframework/web/servlet/function/RouterFunctionDsl.kt

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/**
 * XSLT-driven View that allows for response context to be rendered as the
 * result of an XSLT transformation.
 *
 * <p>The XSLT Source object is supplied as a parameter in the model and then
 * { @link #locateSource detected } during response rendering. Users can either specify
 * a specific entry in the model via the { @link #setSourceKey sourceKey } property or
 * have Spring locate the Source object. This class also provides basic conversion
 * of objects into Source implementations. See { @link #getSourceTypes() here}
 * for more details.
 *
 * <p>All model parameters are passed to the XSLT Transformer as parameters.
 * In addition the user can configure { @link #setOutputProperties output properties}
* to be passed to the Transformer.
* 
* @author Rob Harrop
* @author Juergen Hoeller
* @since 2.0
*/

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  jar/org/springframework/web/servlet/view/xslt/XsltView.java
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If such an object file uses only numerical parameters, data
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functions (ten lines or less in length), then the use of the object
file is unrestricted, regardless of whether it is legally a derivative
work. (Executables containing this object code plus portions of the
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Otherwise, if the work is a derivative of the Library, you may
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with the Library, with the complete machine-readable "work that
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to use the modified definitions.)

b) Use a suitable shared library mechanism for linking with the
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copy of the library already present on the user's computer system,
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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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- javae_6.xsd
- javaee_web_services_1_3.xsd
- javaee_web_services_client_1_3.xsd
- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
- javaee_web_services_client_1_4.xsd
- jsp_2_3.xsd
- web-app_3_1.xsd
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Version: GnuPG v1.4.10 (GNU/Linux)

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Full name: Simone Bordet
E-Mail: simone.bordet@gmail.com
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Version: GnuPG v1.4.3 (GNU/Linux)
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Full name: James Strachan
E-Mail: jstrachan@apache.org
Mailing Address: 1A Leigh Road, London, UK, N5 1ST

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Version: GnuPG v1.4.1 (Darwin)

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-----BEGIN PGP SIGNATURE-----
Version: GnuPG v1.4.4 (MingW32)
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Point of Contact:
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Date:

Signature:

Name: Gordon King

Positions: Chief Operational Officer

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<table>
<thead>
<tr>
<th>Name</th>
<th>Date added</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simone Bordet</td>
<td>12 September 2006</td>
</tr>
</tbody>
</table>

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

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

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Oracle OpenJDK

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* java.sun.security.ssl

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

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

org.mortbay.jasper:apache-el
org.apache.tomcat:tomcat-jasper-el
org.apache.tomcat:tomcat-el-api
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https://glassfish.dev.java.net/nonav/public/CDDL+GPL.html

org.eclipse.jetty.toolchain:jetty-schemas

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Assorted

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 * The classes in this package make JDBC easier to use and
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  * <ul>
  * <li>Simplify error handling, avoiding the need for try/catch/finally blocks in application code.
  * <li>Present exceptions to application code in a generic hierarchy of unchecked exceptions, enabling applications to catch data access exceptions without being dependent on JDBC, and to ignore fatal exceptions there is no value in catching.
  * <li>Allow the implementation of error handling to be modified to target different RDBMSes without introducing proprietary dependencies into application code.
  * </ul>
  *
  *
  */

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/**
 * Implement this interface when parameters need to be customized based
 * on the connection. We might need to do this to make use of proprietary
 * features, available only with a specific Connection type.
 *
 * @author Rod Johnson
 * @author Thomas Risberg
 * @see CallableStatementCreatorFactory#newCallableStatementCreator(ParameterMapper)
 * @see org.springframework.jdbc.object.StoredProcedure#execute(ParameterMapper)
 */
/**
***/

* Create a Map of input parameters, keyed by name.
* @param con a JDBC connection. This is useful (and the purpose of this interface)
* if we need to do something RDBMS-specific with a proprietary Connection
* implementation class. This class conceals such proprietary details. However,
* it is best to avoid using such proprietary RDBMS features if possible.
* @return a Map of input parameters, keyed by name (never { @code null})
* @throws SQLException if an SQLException is encountered setting
* parameter values (that is, there's no need to catch SQLException)
*/

Found in path(s):
*/opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
jar/org/springframework/jdbc/core/ParameterMapper.java
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jar/org/springframework/jdbc/support/SqlValue.java
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jar/org/springframework/jdbc/support/lob/AbstractLobHandler.java
* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
  jar/org/springframework/jdbc/core/metadata/CallMetaDataProvider.java
* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
  jar/org/springframework/jdbc/datasource/SimpleConnectionHandle.java
* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
  jar/org/springframework/jdbc/datasource.lookup/MapDataSourceLookup.java
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* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1.jar/org/springframework/jdbc/datasource/SingleConnectionDataSource.java
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* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1.jar/org/springframework/jdbc/core/metadata/TableMetaDataContext.java
* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1.jar/org/springframework/jdbc/core/namedparam/EmptySqlParameterSource.java
* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1.jar/org/springframework/jdbc/core/ColumnMapRowMapper.java
* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1.jar/org/springframework/jdbc/support/xml/SqlXmlHandler.java
* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1.jar/org/springframework/jdbc/support/incrementer/PostgresSequenceMaxValueIncrementer.java
* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1.jar/org/springframework/jdbc/core/metadata/PropertyMetaDataCollector.java

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  jar/org/springframework/jdbc/core/simple/SimpleJdbcTemplateOperations.java
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* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
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* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
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  jar/org/springframework/jdbc/datasource/lookup/DataSourceLookup.java
* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
  jar/org/springframework/jdbc/core/PreparedStatementSetter.java
* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
  jar/org/springframework/jdbc/core/namedparam/ParsedSql.java
* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
  jar/org/springframework/jdbc/core/init/CompositeDatabasePopulator.java
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* /opt/ws_local/PERMITS_SQL/1068412495_1594388232.98/0/spring-jdbc-5-2-5-release-sources-1-
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 */
/**
 * Strategy interface for translating between {link SQLException SQLExceptions}
 * and Spring's data access strategy-agnostic {link DataAccessException}
 * hierarchy.
 *
 * Implementations can be generic (for example, using
 * {link java.sql.SQLException#getSQLState() SQLState} codes for JDBC) or wholly
 * proprietary (for example, using Oracle error codes) for greater precision.
 *
 * @author Rod Johnson
 * @author Juergen Hoeller
 * @see org.springframework.dao.DataAccessException
 */

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1.1626 ttmkfdir 3.0.9-42.el7

1.1627 pam 1.3.1-5ubuntu4.1

1.1627.1 Available under license:

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1.1628 libxft 2.3.2 2.el7
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1.1630 hibernate-envers 5.4.12.Final

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*/

/**
 * The Groovy grammar is based on the official grammar for Java:
 * https://github.com/antlr/grammars-v4/blob/master/java/Java.g4
 */
lexer grammar GroovyLexer;

options {
    superClass = AbstractLexer;
}

@header {
    import java.util.Deque;
    import java.util.ArrayDeque;
    import java.util.Map;
    import java.util.HashMap;
    import java.util.Set;
    import java.util.HashSet;
    import java.util.Collections;
    import java.util.stream.IntStream;
    import java.util.logging.Logger;
    import java.util.logging.Level;
    import java.util.EmptyStackException;
    import org.apache.groovy.util.Maps;
    import static org.apache.groovy.parser.antlr4.SemanticPredicates.*;
}

@members {
    private static final Logger LOGGER = Logger.getLogger(GroovyLexer.class.getName());
    private long tokenIndex     = 0;
    private int  lastTokenType  = 0;
    private int  invalidDigitCount = 0;

    /**
     * Record the index and token type of the current token while emitting tokens.
     */
@Override
public void emit(Token token) {
    this.tokenIndex++;

    int tokenType = token.getType();
    if (Token.DEFAULT_CHANNEL == token.getChannel()) {
        this.lastTokenType = tokenType;
    }

    if (RollBackOne == tokenType) {
        this.rollbackOneChar();
    }

    super.emit(token);
}

private static final int[] REGEX_CHECK_ARRAY =
    IntStream.of(
        Identifier, CapitalizedIdentifier, NullLiteral, BooleanLiteral, THIS, RPAREN, RBRACK,
        RBRACE,
        IntegerLiteral, FloatingPointLiteral, StringLiteral, GStringEnd, INC, DEC
    ).sorted().toArray();

private boolean isRegexAllowed() {
    if (Arrays.binarySearch(REGEX_CHECK_ARRAY, this.lastTokenType) >= 0) {
        return false;
    }

    return true;
}

/***
* just a hook, which will be overridden by GroovyLangLexer
***/
protected void rollbackOneChar() {}
public String getText() {
    return this.text;
}

public int getLastTokenType() {
    return this.lastTokenType;
}

public int getLine() {
    return line;
}

public int getColumn() {
    return column;
}

@Override
public int hashCode() {
    return (int) (text.hashCode() * line + column);
}

@Override
public boolean equals(Object obj) {
    if (!(obj instanceof Paren)) {
        return false;
    }
    Paren other = (Paren) obj;

    return this.text.equals(other.text) && (this.line == other.line && this.column == other.column);
}

protected void enterParenCallback(String text) {}

protected void exitParenCallback(String text) {}

private final Deque<Paren> parenStack = new ArrayDeque<>(32);

private void enterParen() {
    String text = getText();
    enterParenCallback(text);
    parenStack.push(new Paren(text, this.lastTokenType, getLine(), getCharPositionInLine()));
}
private void exitParen() {
    String text = getText();
    exitParenCallback(text);

    Paren paren = parenStack.peek();
    if (null == paren) return;
    parenStack.pop();
}
private boolean isInsideParens() {
    Paren paren = parenStack.peek();

    // We just care about "(" and "]". inside which the new lines will be ignored.
    // Notice: the new lines between "{" and "}" can not be ignored.
    if (null == paren) {
        return false;
    }

    return ("(".equals(paren.getText()) && TRY != paren.getLastTokenType()) // we don't treat try-paren(i.e. try
            (....)) as parenthesis
            || "]".equals(paren.getText());
}
private void ignoreTokenInsideParens() {
    if (!this.isInsideParens()) {
        return;
    }

    this.setChannel(Token.HIDDEN_CHANNEL);
}
private void ignoreMultiLineCommentConditionally() {
    if (!this.isInsideParens() && isFollowedByWhiteSpaces(_input)) {
        return;
    }

    this.setChannel(Token.HIDDEN_CHANNEL);
}

@Override
public int getSyntaxErrorSource() {
    return GroovySyntaxError.LEXER;
}

@Override
public int getErrorLine() {
    return getLine();
}

@Override
public int getErrorColumn() {

return getCharPositionInLine() + 1;
}

@Override
public int popMode() {
    try {
        return super.popMode();
    } catch (EmptyStackException ignored) { // raised when parens are unmatched: too many ), ], or }
    if (LOGGER.isLoggable(Level.FINEST)) {
        LOGGER.finest(org.codehaus.groovy.runtime.DefaultGroovyMethods.asString(ignored));
    }
    return Integer.MIN_VALUE;
}

// 3.10.5 String Literals
StringLiteral
    : GStringQuotationMark DqStringCharacter* GStringQuotationMark
    | SqStringQuotationMark SqStringCharacter* SqStringQuotationMark
    | Slash \ this.isRegexAllowed() && _input.LA(1) != '"' \? SlashyStringCharacter+ Slash
    | TdqStringQuotationMark TdqStringCharacter* TdqStringQuotationMark
    | TsqStringQuotationMark TsqStringCharacter* TsqStringQuotationMark
    | DollarSlashyGStringQuotationMarkBegin DollarSlashyStringCharacter+ DollarSlashyGStringQuotationMarkEnd
    
// Groovy gstring
GStringBegin
    : GStringQuotationMark DqStringCharacter* Dollar -> pushMode(DQ_GSTRING_MODE), pushMode(GSTRING_TYPE_SELECTOR_MODE)
    
    | TdqStringQuotationMark TdqStringCharacter* TdqStringQuotationMark
    | TsqStringQuotationMark TsqStringCharacter* TsqStringQuotationMark
    | DollarSlashyGStringQuotationMarkBegin DollarSlashyStringCharacter* Dollar {
    | isFollowedByJavaLetterInGString(_input) \? -> type(GStringBegin), pushMode(SLASHY_GSTRING_MODE), pushMode(GSTRING_TYPE_SELECTOR_MODE)
    | DollarSlashyGStringBegin
    : DollarSlashyGStringQuotationMarkBegin DollarSlashyStringCharacter* Dollar {
isFollowedByJavaLetterInGString(_input) )? -> type(GStringBegin),
pushMode(DOLLAR_SLASHY_GSTRING_MODE), pushMode(GSTRING_TYPE_SELECTOR_MODE)
;

mode DQ_GSTRING_MODE;
GStringEnd
  : GStringQuotationMark -> popMode
  :
GStringPart
  : Dollar -> pushMode(GSTRING_TYPE_SELECTOR_MODE)
  :
GStringCharacter
  : DqStringCharacter -> more
  :

mode TDQ_GSTRING_MODE;
TdqGStringEnd
  : TdqStringQuotationMark -> type(GStringEnd), popMode
  :
TdqGStringPart
  : Dollar -> type(GStringPart), pushMode(GSTRING_TYPE_SELECTOR_MODE)
  :
TdqGStringCharacter
  : TdqStringCharacter -> more
  :

mode SLASHY_GSTRING_MODE;
SlashyGStringEnd
  : Dollar? Slash -> type(GStringEnd), popMode
  :
SlashyGStringPart
  : Dollar { isFollowedByJavaLetterInGString(_input) )? -> type(GStringPart), pushMode(GSTRING_TYPE_SELECTOR_MODE)
  :
SlashyGStringCharacter
  : SlashyStringCharacter -> more
  :

mode DOLLAR_SLASHY_GSTRING_MODE;
DollarSlashyGStringEnd
  : DollarSlashyGStringQuotationMarkEnd -> type(GStringEnd), popMode
  :
DollarSlashyGStringPart
  : Dollar { isFollowedByJavaLetterInGString(_input) )? -> type(GStringPart), pushMode(GSTRING_TYPE_SELECTOR_MODE)
  :
DollarSlashyGStringCharacter
  : DollarSlashyStringCharacter -> more

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mode GSTRING_TYPE_SELECTOR_MODE;
GStringLBrace
  : ' {' { this.enterParen(); } -> type(LBRACE), popMode, pushMode(DEFAULT_MODE)
  ;
GStringIdentifier
  : IdentifierInGString -> type(Identifier), popMode, pushMode(GSTRING_PATH_MODE)
  ;

mode GSTRING_PATH_MODE;
GStringPathPart
  : Dot IdentifierInGString
  :
RollBackOne
  : . { 
    // a trick to handle GStrings followed by EOF properly
    int readChar = _input.LA(-1);
    if (EOF == _input.LA(1) && ('"' == readChar || '/' == readChar)) {
      setType(GStringEnd);
    } else {
      setChannel(HIDDEN);
    }
  } -> popMode
  ;

mode DEFAULT_MODE;
// character in the double quotation string. e.g. "a"
fragment DqStringCharacter
  : ~["\n\\$] |
      EscapeSequence
  :

// character in the single quotation string. e.g. 'a'
fragment SqStringCharacter
  : ~[\n\n] |
      EscapeSequence
  :

// character in the triple double quotation string. e.g. """a"""
fragment TdqStringCharacter
  : ~[\n\n]$] |
      GStringQuotationMark { _input.LA(1) != "" || _input.LA(2) != "" || _input.LA(3) == "" && (_input.LA(4) != "" || _input.LA(5) != "") }?
// character in the triple single quotation string. e.g. "a"
fragment TsqStringCharacter
    : ~'\[
    | SqStringQuotationMark { _input.LA(1) != '"' || _input.LA(2) != '"' || _input.LA(3) == '"' && (_input.LA(4) != '"' || _input.LA(5) != '"') }?
    | EscapeSequence

// character in the slashy string. e.g. /a/
fragment SlashyStringCharacter
    : SlashEscape
    | Dollar { !isFollowedByJavaLetterInGString(_input) }?
    | ~[/u0000]

// character in the collar slashy string. e.g. $/a/$
fragment DollarSlashyStringCharacter
    : SlashEscape | DollarSlashEscape | DollarDollarEscape
    | Slash { _input.LA(1) != '$' }?
    | Dollar { !isFollowedByJavaLetterInGString(_input) }?
    | ~[/u0000]

// Groovy keywords
AS       : 'as';
DEF      : 'def';
IN       : 'in';
TRAIT    : 'trait';
THREADSAFE : 'threadsafe'; // reserved keyword

// the reserved type name of Java10
VAR      : 'var';

// 3.9 Keywords
BuiltInPrimitiveType
    : BOOLEAN
    | CHAR
    | BYTE
    | SHORT
    | INT
    | LONG
    | FLOAT
    | DOUBLE
    ;
ABSTRACT : 'abstract';
ASSERT : 'assert';

fragment
BOOLEAN : 'boolean';

BREAK : 'break';

fragment
BYTE : 'byte';
CASE : 'case';
CATCH : 'catch';

fragment
CHAR : 'char';
CLASS : 'class';
CONST : 'const';
CONTINUE : 'continue';
DEFAULT : 'default';
DO : 'do';

fragment
DOUBLE : 'double';
ELSE : 'else';
ENUM : 'enum';
EXTENDS : 'extends';
FINAL : 'final';
FINALLY : 'finally';

fragment
FLOAT : 'float';
FOR : 'for';
IF : 'if';
GOTO : 'goto';
IMPLEMENTS : 'implements';
IMPORT : 'import';
INSTANCEOF : 'instanceof';

fragment
INT : 'int';

INTERFACE : 'interface';
// 3.10.1 Integer Literals

IntegerLiteral
  : ( DecimalIntegerLiteral
    | HexIntegerLiteral
    | OctalIntegerLiteral
    | BinaryIntegerLiteral
  ) (Underscore { require(false, "Number ending with underscores is invalid", -1, true); })?

  // !!! Error Alternative !!!
  | Zero ([0-9] { invalidDigitCount++; })+ { require(false, "Invalid octal number", -(invalidDigitCount + 1), true); } IntegerTypeSuffix?
  :

fragment
Zero
  : '0'
  ;
fragment
DecimalIntegerLiteral
   : DecimalNumeral IntegerTypeSuffix?
   ;

fragment
HexIntegerLiteral
   : HexNumeral IntegerTypeSuffix?
   ;

fragment
OctalIntegerLiteral
   : OctalNumeral IntegerTypeSuffix?
   ;

fragment
BinaryIntegerLiteral
   : BinaryNumeral IntegerTypeSuffix?
   ;

fragment
IntegerTypeSuffix
   : [ILiIgG]
   ;

fragment
DecimalNumeral
   : Zero
   | NonZeroDigit (Digits? | Underscores Digits)
   ;

fragment
Digits
   : Digit (DigitOrUnderscore* Digit)?
   ;

fragment
Digit
   : Zero
   | NonZeroDigit
   ;

fragment
NonZeroDigit
   : [1-9]
   ;
fragment
DigitOrUnderscore
  : Digit
  | Underscore
  ;

fragment
Underscores
  : Underscore+
  ;

fragment
Underscore
  : '_'
  ;

fragment
HexNumeral
  : Zero [xX] HexDigits
  ;

fragment
HexDigits
  : HexDigit (HexDigitOrUnderscore* HexDigit)?
  ;

fragment
HexDigit
  : [0-9a-fA-F]
  ;

fragment
HexDigitOrUnderscore
  : HexDigit
  | Underscore
  ;

fragment
OctalNumeral
  : Zero Underscores? OctalDigits
  ;

fragment
OctalDigits
  : OctalDigit (OctalDigitOrUnderscore* OctalDigit)?
  ;

fragment
OctalDigit
  :  [0-7]

fragment
OctalDigitOrUnderscore
  :  OctalDigit
    |  Underscore

fragment
BinaryNumeral
  :  Zero [bB] BinaryDigits

fragment
BinaryDigits
  :  BinaryDigit (BinaryDigitOrUnderscore* BinaryDigit)?

fragment
BinaryDigit
  :  [01]

fragment
BinaryDigitOrUnderscore
  :  BinaryDigit
    |  Underscore

// 3.10.2 Floating-Point Literals

FloatingPointLiteral
  :  ( DecimalFloatingPointLiteral
        |  HexadecimalFloatingPointLiteral
    ) (Underscore { require(false, "Number ending with underscores is invalid", -1, true); })?

fragment
DecimalFloatingPointLiteral
  :  Digits Dot Digits ExponentPart? FloatTypeSuffix?
    |  Digits ExponentPart FloatTypeSuffix?
    |  Digits FloatTypeSuffix

fragment
ExponentPart
: ExponentIndicator SignedInteger
;

fragment ExponentIndicator
  : [eE]
  :

fragment SignedInteger
  : Sign? Digits
  :

fragment Sign
  : [+-]
  :

fragment FloatTypeSuffix
  : [fFdDgG]
  :

fragment HexadecimalFloatingPointLiteral
  : HexSignificand BinaryExponent FloatTypeSuffix?
  :

fragment HexSignificand
  : HexNumeral Dot?
  | Zero [xX] HexDigits? Dot HexDigits
  :

fragment BinaryExponent
  : BinaryExponentIndicator SignedInteger
  :

fragment BinaryExponentIndicator
  : [pP]
  :

fragment Dot
  : '.'
  :
// 3.10.3 Boolean Literals

BooleanLiteral
:   'true'
|   'false'
;

// 3.10.6 Escape Sequences for Character and String Literals

fragment
EscapeSequence
:   Backslash [btnfrs'"
|   OctalEscape
|   UnicodeEscape
|   DollarEscape
|   LineEscape
;

fragment
OctalEscape
:   Backslash OctalDigit
|   Backslash OctalDigit OctalDigit
|   Backslash ZeroToThree OctalDigit OctalDigit
;

// Groovy allows 1 or more u's after the backslash
fragment
UnicodeEscape
:   Backslash 'u' HexDigit HexDigit HexDigit HexDigit
;

fragment
ZeroToThree
:   [0-3]
;

// Groovy Escape Sequences

fragment
DollarEscape
:   Backslash Dollar
;

fragment
LineEscape
:   Backslash LineTerminator
DollarSlashyGStringQuotationMarkBegin
  : '/$'
  ;

fragment
DollarSlashyGStringQuotationMarkEnd
  : '/$'
  ;

fragment
DollarSlashEscape
  : '$/$'
  ;

fragment
DollarDollarEscape
  : '$$'
  ;

// 3.10.7 The Null Literal
NullLiteral
  : 'null'
  ;

// Groovy Operators

RANGE_INCLUSIVE     : '..';
RANGE_EXCLUSIVE     : '..<';
SPREAD_DOT          : '*.';
SAFE_DOT            : '?.';
SAFE_CHAIN_DOT      : '??.';
ELVIS               : '?';
METHOD_POINTER      : '.&';
METHOD_REFERENCE    : '::';
REGEX_FIND          : '=~';
REGEX_MATCH         : '==~';
POWER               : '**';
POWER_ASSIGN        : '**=';
SPACESHIP           : '<=>';
IDENTICAL           : '===';
NOT_IDENTICAL       : '!==';
ARROW               : '->';

// !internalPromise will be parsed as !in ternalPromise, so semantic predicates are necessary
NOT_INSTANCEOF      : '!instanceof' { isFollowedBy(_input, ' ', '\t', '\r', '\n') }?;
NOT_IN              : '!in' { isFollowedBy(_input, ' ', '\t', '\r', '\n', '\[', '\(', '{') }?;
// 3.11 Separators
LPAREN   ':' '{' { this.enterParen(); } -> pushMode(DEFAULT_MODE);
RPAREN   '}' { this.exitParen(); } -> popMode;
LBRACE   '{' { this.enterParen(); } -> pushMode(DEFAULT_MODE);
RBRACE   '}' { this.exitParen(); } -> popMode;
LBRACK   '[' { this.enterParen(); } -> pushMode(DEFAULT_MODE);
RBRACK   ']' { this.exitParen(); } -> popMode;
SEMI     ';;
COMMA    ';
DOT      Dot;

// 3.12 Operators
ASSIGN   '=';
GT       '>';  // Greater than
LT       '<';  // Less than
NOT      '!';  // Logical NOT
BITNOT   '~';  // Bitwise NOT
QUESTION '?';
COLON    ';;';
EQUAL    '==';
LE       '<=';
GE       '>=';
NOTEQUAL '!=';
AND      '&&';
OR       '||';
INC      '++';
DEC      '--';
ADD      '+';
SUB      '-';
MUL      '*';
DIV      '/';
BITAND   '&';
BITOR    '|';
XOR      '^';
MOD      '%';
ADD_ASSIGN    '+=';
SUB_ASSIGN    '-=';
MUL_ASSIGN    '*=';
DIV_ASSIGN    '/=';
AND_ASSIGN    '&=';
OR_ASSIGN     '|=';
XOR_ASSIGN : '^=';
MOD_ASSIGN : '%=';
LSHIFT_ASSIGN : '<<=';
RSHIFT_ASSIGN : '>>=';
URSHIFT_ASSIGN : '>>>=';
ELVIS_ASSIGN : '?>=';

// 3.8 Identifiers (must appear after all keywords in the grammar)
CapitalizedIdentifier
    : [A-Z] JavaLetterOrDigit*
    :

Identifier
    : JavaLetter JavaLetterOrDigit*
    :

fragment
IdentifierInGString
    : JavaLetterInGString JavaLetterOrDigitInGString*
    :

fragment
JavaLetter
    : [a-zA-Z_] // these are the "java letters" below 0x7F
    | // covers all characters above 0x7F which are not a surrogate
    ~[\u0000-\u007F\u0D80-\u0DBF]\n
    { Character.isJavaIdentifierStart(_input.LA(-1)) && !Character.isIdentifierIgnorable(_input.LA(-1)) }?
    | // covers UTF-16 surrogate pairs encodings for U+10000 to U+10FFFF
    [\u0D80-\u0DBF]\n
    { Character.isJavaIdentifierStart(Character.toCodePoint((char) _input.LA(-2), (char) _input.LA(-1))) }?
    :

fragment
JavaLetterInGString
    : JavaLetter { _input.LA(-1) != '$' }?
    :

fragment
JavaLetterOrDigit
    : [a-zA-Z0-9$_] // these are the "java letters or digits" below 0x7F
    | // covers all characters above 0x7F which are not a surrogate
    ~[\u0000-\u007F\uD800-\u0DBF]\n
    { Character.isJavaIdentifierPart(_input.LA(-1)) && !Character.isIdentifierIgnorable(_input.LA(-1)) }?
    | // covers UTF-16 surrogate pairs encodings for U+10000 to U+10FFFF
    [\uD800-\u0DBF]\n
    { Character.isJavaIdentifierPart(Character.toCodePoint((char) _input.LA(-2), (char) _input.LA(-1))) }?
    ;
fragment
JavaLetterOrDigitInGString
  : JavaLetterOrDigit { _input.LA(-1) != '$' }?
  ;

fragment
ShCommand
  : ~[\u0000-\uFFFF]*
  ;

// Additional symbols not defined in the lexical specification
//

AT : '@';
ELLIPSIS : '...';

// Whitespace, line escape and comments
//
WS  : ([ ]+ | LineEscape+) -> skip
  ;

// Inside (...) and [...] but not {...}, ignore newlines.
NL  : LineTerminator { this.ignoreTokenInsideParens(); }
  ;

// Multiple-line comments (including groovydoc comments)
ML_COMMENT
  : '/\*.*?\*/' { this.ignoreMultiLineCommentConditionally(); } -> type(NL)
  ;

// Single-line comments
SL_COMMENT
  : '/~[\u0000-\uFFFF]* { this.ignoreTokenInsideParens(); } -> type(NL)
  ;

// Script-header comments.
// The very first characters of the file may be "#!". If so, ignore the first line.
SH_COMMENT
  : '#!' { require(0 == this.tokenIndex, "Shebang comment should appear at the first line", -2, true); } ShCommand (LineTerminator '#!' ShCommand)* -> skip
  ;

// Unexpected characters will be handled by groovy parser later.
UNEXPECTED_CHAR
  : .

Found in path(s):
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/GroovyLexer.g4
No license file was found, but licenses were detected in source scan.

/*
 * Licensed to the Apache Software Foundation (ASF) under one
 * or more contributor license agreements. See the NOTICE file
 * distributed with this work for additional information
 * regarding copyright ownership. The ASF licenses this file
 * to you under the Apache License, Version 2.0 (the
 * "License"); you may not use this file except in compliance
 * with the License. You may obtain a copy of the License at
 *
 * http://www.apache.org/licenses/LICENSE-2.0
 *
 * Unless required by applicable law or agreed to in writing,
 * software distributed under the License is distributed on an
 * "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY
 * KIND, either express or implied. See the License for the
 * specific language governing permissions and limitations
 * under the License.
 */

Found in path(s):
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/classgen/asm/StatementMetaTypeChooser.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/ast/expr/VariableExpression.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/transform/sc/transformers/MethodCallExpressionTransformer.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/classgen/asm/CompileStack.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/runtime/memoize/NullProtectionStorage.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/transform/sc/transformers/StaticCompilationTransformer.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/lang/Tuple11.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/reflection/stdclasses/ArrayCachedClass.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/ast/ClassNode.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/runtime/GroovyCategorySupport.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/tools/ast/TransformTestHelper.groovy
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/antlr/treewalker/FlatNodeListTraversal.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/transform/SortableASTTransformation.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/tools/StringHelper.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/runtime/m12n/ExtensionModuleScanner.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/classgen/ReturnAdder.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/transform/ExternalizeMethodsASTTransformation.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/apache/groovy/parser/antlr4/util/StringUtils.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/ast/Variable.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/control/MultipleCompilationErrorsException.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/groovy/cli/internal/CliBuilderInternal.groovy
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/apache/groovy/cli/ScriptRunner.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/runtime/IteratorClosureAdapter.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/classgen/StaticImportVisitor.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/classgen/ASM/InvocationWriter.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/apache/groovy/classgen/ASM/BinaryBooleanExpressionHelper.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/classgen/ASM/BinaryExpressionMultiTypeDispatcher.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/classgen/StampCommonCache.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/classgen/StampCommonCache.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/control/Controlled ClosureAdapterFactory.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/classgen/StampCommonCache.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/runtime/NullObject.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/runtime/dgmimpl/arrays/ByteArrayGetAtMetaMethod.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/ast/decompiled/ClassStub.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/tools/shell/util/Logger.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/transform/ErrorCollecting.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/transform/ExternalizeVerifierASTTransformation.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/transform/NullCheckASTTransformation.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/transform/antlr/treewalker/Visitor.java
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* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/groovy/beans/DefaultPropertyAccessor.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/transform/sc/transformers/StaticMethodCallExpressionTransformer.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/runtime/dgmimpl/arrays/ShortArrayGetAtMetaMethod.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/runtime/dgmimpl/arrays/DoubleArrayGetAtMetaMethod.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/ast/expr/ArgumentListExpression.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/vmplugin/v9/ClassFindFailedException.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/ast/expr/ClosureListExpression.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/classgen/EnumCompletionVisitor.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/ast/stmt/ReturnStatement.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/transform/strt/TracingInterceptor.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/runtime/CurriedClosure.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/classgen/asm/BinaryExpressionHelper.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/classgen/asm/BinaryDoubleExpressionHelper.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/vmplugin/v8/IndyGuardsFiltersAndSignatures.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/ast/expr/NotExpression.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/ast/expr/BinaryExpression.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/runtime/StackTraceUtils.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources.jar/org/codehaus/groovy/transform/FieldASTTransformation.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/vmplugin/v9/Java9.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/ast/ClassCodeVisitorSupport.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/grape/GrapeIvy.groovy
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/apache/groovy/io/StringBuilderWriter.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/transform/ASTTransformation.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/groovy/lang/MissingClassException.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/groovy/lang/MetaObjectProtocol.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/classgen/Verifier.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/groovy/transform/stc/ClosureSignatureConflictResolver.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/control/io/StringReaderSource.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/ast/expr/MapExpression.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/ast/expr/DeclarationExpression.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/transform/stc/TypeCheckingContext.java

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# global transformation to handle @Grab annotation
groovy.grape.GrabAnnotationTransformation
Found in path(s):
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/META-INF/services/org.codehaus.groovy.transform.ASTTransformation
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Found in path(s):
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/antlr/java/java.g
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/antlr/groovy.g
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Found in path(s):
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/Weigher.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/Weighers.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/ConcurrentLinkedHashMap.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/EvictionListener.java
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*/

Found in path(s):
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/package-info.java
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/apache/groovy/util/concurrent/concurrentlinkedhashmap/LinkedDeque.java

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/** Java 1.5 Recognizer
 *
* Run 'java Main [-showtree] directory-full-of-java-files'
*
* [The -showtree option pops up a Swing frame that shows
* the AST constructed from the parser.]
*
* Run 'java Main <directory full of java files>'
*
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*      Allan Jacobsa@eng.sun.com
*      Steve Messickm@redhills.com
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*
* Version 1.00 December 9, 1997 -- initial release
* Version 1.01 December 10, 1997
* fixed bug in octal def (0..7 not 0..8)
* Version 1.10 August 1998 (parrt)
* added tree construction
* added definition of WS,comments for mac,pc,unix newlines
* added unary plus
* Version 1.11 (Nov 20, 1998)
* Added "shutup" option to turn off last ambig warning.
* Fixed inner class def to allow named class defs as statements
* synchronized requires compound not simple statement
* add [] after builtInType DOT class in primaryExpression
* "const" is reserved but not valid..removed from modifiers
* Version 1.12 (Feb 2, 1999)
* Changed LITERAL_xxx to xxx in tree grammar.
* Updated java.g to use tokens {...} now for 2.6.0 (new feature).

* Version 1.13 (Apr 23, 1999)
* Didn't have (stat)? for else clause in tree parser.
* Didn't gen ASTs for interface extends. Updated tree parser too.
* Updated to 2.6.0.
* Version 1.14 (Jun 20, 1999)
* Allowed final/abstract on local classes.
* Removed local interfaces from methods
* Put instanceof precedence where it belongs...in relationalExpr
* It also had expr not type as arg; fixed it.
* Missing ! on SEMI in classBlock
* fixed: (expr) + "string" was parsed incorrectly (+ as unary plus).
* fixed: didn't like Object[].class in parser or tree parser
* Version 1.15 (Jun 26, 1999)
* Screwed up rule with instanceof in it. :( Fixed.
* Tree parser didn't like (expr).something; fixed.
* Allowed multiple inheritance in tree grammar. oops.
* Version 1.16 (August 22, 1999)
* Extending an interface built a wacky tree: had extra EXTENDS.
* Tree grammar didn't allow multiple superinterfaces.
* Tree grammar didn't allow empty var initializer: {}
* Version 1.17 (October 12, 1999)
* ESC lexer rule allowed 399 max not 377 max.
* java.tree.g didn't handle the expression of synchronized
* statements.
* Version 1.18 (August 12, 2001)
* Terence updated to Java 2 Version 1.3 by
* observing/combining work of Allan Jacobs and Steve
* Messick. Handles 1.3 src. Summary:
  * o primary didn't include boolean.class kind of thing
  * o constructor calls parsed explicitly now:
    * see explicitConstructorInvocation
  * o add strictfp modifier
  * o missing objBlock after new expression in tree grammar
  * o merged local class definition alternatives, moved after declaration
  * o fixed problem with ClassName.super.field
  * o reordered some alternatives to make things more efficient
  * o long and double constants were not differentiated from int/float
  * o whitespace rule was inefficient: matched only one char
  * o add an examples directory with some nasty 1.3 cases
*o made Main.java use buffered IO and a Reader for Unicode support
*o supports UNICODE?
* Using Unicode charVocabulay makes code file big, but only
* in the bitsets at the end. I need to make ANTLR generate
* unicode bitsets more efficiently.
* Version 1.19 (April 25, 2002)
*Terence added in nice fixes by John Pybus concerning floating
*constants and problems with super() calls. John did a nice
*reorg of the primary/postfix expression stuff to read better
*and makes f.g.super() parse properly (it was METHOD_CALL not
*a SUPER_CTOR_CALL). Also:
*  
*o "finally" clause was a root...made it a child of "try"
*o Added stuff for asserts too for Java 1.4, but *commented out*
* as it is not backward compatible.
* 
*Version 1.20 (October 27, 2002)
* 
* Terence ended up reorging John Pybus' stuff to
* remove some nondeterminisms and some syntactic predicates.
* Note that the grammar is stricter now; e.g., this(...) must
*be the first statement.
* 
* Ternary ?: operator wasn't working as array name:
* (isBig ? bigDigits : digits)[i];
* 
* Checked parser/tree parser on source for
* Resin-2.0.5, jive-2.1.1, jdk 1.3.1, Lucene, antlr 2.7.2a4,
*and the 110k-line jGuru server source.
* 
*Version 1.21 (October 17, 2003)
* Fixed lots of problems including:
* Ray Waldin: add typeDefinition to interfaceBlock in java.tree.g
* He found a problem/fix with floating point that start with 0
* Ray also fixed problem that (int.class) was not recognized.
* Thorsten van Ellen noticed that \n are allowed incorrectly in strings.
* TJP fixed CHAR_LITERAL analogously.
* 
* Changes by Matt Quail to support generics (as per JDK1.5/JSR14)
* Notes:
* o We only allow the "extends" keyword and not the "implements"
*keyword, since that's what JSR14 seems to imply.
* o Thanks to Monty Zukowski for his help on the antlr-interest
*mail list.
* o Thanks to Alan Eliasen for testing the grammar over his
*Fink source base
*
* Version 1.22 (July, 2004)
  * Changes by Michael Studman to support Java 1.5 language extensions
  * Notes:
  * o Added support for annotations types
  * o Finished off Matt Quail's generics enhancements to support bound type arguments
  * o Added support for new for statement syntax
  * o Added support for static import syntax
  * o Added support for enum types
  * o Tested against JDK 1.5 source base and source base of jdigraph project
  * o Thanks to Matt Quail for doing the hard part by working out most of the generics work

* Version 1.22.1 (July 28, 2004)
  * Bug/omission fixes for Java 1.5 language support
  * o Fixed tree structure bug with classOrInterface - thanks to Pieter Vangorpto for spotting this
  * o Fixed bug where incorrect handling of SR and BSR tokens would cause type parameters to be recognised as type arguments.
  * o Enabled type parameters on constructors, annotations on enum constants
  * o Fixed problems when parsing if ((char.class.equals(c))) {} - solution by Matt Quail at Cenqua

* Version 1.22.2 (July 28, 2004)
  * Slight refactoring of Java 1.5 language support
  * o Refactored for/"foreach" productions so that original literal "for" literal is still used but the for sub-clauses vary by token type
  * o Fixed bug where type parameter was not included in generic constructor's branch of AST

* Version 1.22.3 (August 26, 2004)
  * Bug fixes as identified by Michael Stahl; clean up of tabs/spaces
  * o Fixed typeParameters omission in identPrimary and newStatement
  * o Replaced GT reconciliation code with simple semantic predicate
  * o Adapted enum/assert keyword checking support from Michael Stahl's java15 grammar
  * o Refactored typeDefinition production and field productions to reduce duplication

* Version 1.22.4 (October 21, 2004)
  * Small bux fixes
  * o Added typeArguments to explicitConstructorInvocation, e.g. new <String>MyParameterised()
  * o Added typeArguments to postfixExpression productions for anonymous inner class super constructor invocation, e.g. new Outer().<String>super()
  * o Fixed bug in array declarations identified by Geoff Roy

* Version 1.22.4.j.1
  * Changes by Jeremy Rayner to support java2groovy tool
  * o I have taken java.g for Java1.5 from Michael Studman (1.22.4)
  * o and have made some changes to enable use by java2groovy tool (Jan 2007)
* Based on an original grammar released in the PUBLIC DOMAIN
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/**
* The Groovy grammar is based on the official grammar for Java:
* https://github.com/antlr/grammars-v4/blob/master/java/Java.g4
*/

parser grammar GroovyParser;

options {
    tokenVocab = GroovyLexer;
    contextSuperClass = GroovyParserRuleContext;
    superClass = AbstractParser;
}

@header {
    import java.util.Map;
    import org.codehaus.groovy.ast.NodeMetaDataHandler;
}

@members {

    public static class GroovyParserRuleContext extends ParserRuleContext implements NodeMetaDataHandler {
        private Map metaDataMap = null;

        public GroovyParserRuleContext() {}

        public GroovyParserRuleContext(ParserRuleContext parent, int invokingStateNumber) {
            super(parent, invokingStateNumber);
        }

        @Override
        public Map<?, ?> getMetaDataMap() {
            return this.metaDataMap;
        }

        @Override
        public void setMetaDataMap(Map<?, ?> metaDataMap) {
            this.metaDataMap = metaDataMap;
        }
    }
}
```java
@Override
public int getSyntaxErrorSource() {
    return GroovySyntaxError.PARSER;
}

@Override
public int getErrorLine() {
    Token token = _input.LT(-1);
    if (null == token) {
        return -1;
    }
    return token.getLine();
}

@Override
public int getErrorColumn() {
    Token token = _input.LT(-1);
    if (null == token) {
        return -1;
    }
    return token.getCharPositionInLine() + 1 + token.getText().length();
}

// starting point for parsing a groovy file
compilationUnit
  : nls (packageDeclaration sep?)? scriptStatements? EOF
;  

scriptStatements
  : scriptStatement (sep scriptStatement)* sep?
;  

scriptStatement
  : importDeclaration // Import statement. Can be used in any scope. Has "import x as y" also.
    | typeDeclaration
    | statement
;  

packageDeclaration
  : annotationsOpt PACKAGE qualifiedName
;  
```
importDeclaration
  :   annotationsOpt IMPORT STATIC? qualifiedName (DOT MUL | AS alias=identifier)?
    ;

typeDeclaration
  :   classOrInterfaceModifiersOpt classDeclaration
    ;

modifier
  :   classOrInterfaceModifier
    |   m=( NATIVE
    |       SYNCHRONIZED
    |       TRANSIENT
    |       VOLATILE
    |       DEF
    |       VAR
    )
    ;

modifiersOpt
  :   (modifiers nls)?
    ;

modifiers
  :   modifier (nls modifier)*
    ;

classOrInterfaceModifiersOpt
  :   (classOrInterfaceModifiers
       NL*/// Use `NL*` here for better performance, so DON'T replace it with `nls*`//
    )?
    ;

classOrInterfaceModifiers
  :   classOrInterfaceModifier (nls classOrInterfaceModifier)*
    ;
classOrInterfaceModifier
  :   annotation // class or interface
    |   m=( PUBLIC // class or interface
    |       PROTECTED // class or interface
    |       PRIVATE // class or interface
    |       STATIC // class or interface
    |       ABSTRACT // class or interface
    |       FINAL // class only -- does not apply to interfaces
    |       STRICTFP // class or interface
    |       DEFAULT // interface only -- does not apply to classes
variableModifier
  : annotation
  | m=( FINAL
  | DEF
  | VAR
  // Groovy supports declaring local variables as instance/class fields,
  // e.g. import groovy.transform.*; @Field static List awe = [1, 2, 3]
  // e.g. import groovy.transform.*; def a = { @Field public List awe = [1, 2, 3] }
  // Notice: Groovy 2.4.7 just allows to declare local variables with the following modifiers when using
  // TODO check whether the following modifiers accompany annotations or not. Because the legacy codes(e.g.
  // benchmark/bench/heapsort.groovy) allow to declare the special instance/class fields without annotations, we leave it
  // as it is for the time being
  | PUBLIC
  | PROTECTED
  | PRIVATE
  | STATIC
  | ABSTRACT
  | STRICTFP

variableModifiersOpt
  : (variableModifiers nls)?

variableModifiers
  : variableModifier (nls variableModifier)*


typeParameters
  : LT nls typeParameter (COMMA nls typeParameter)* nls GT


typeParameter
  : className (EXTENDS nls typeBound)?


typeBound
  : type (BITAND nls type)*


typeList
  : type (COMMA nls type)*
/**
 * 0: class; 1: interface; 2: enum; 3: annotation; 4: trait
 */
classDeclaration
locals[ int t ]
: ( CLASS { $t = 0; }
 | INTERFACE { $t = 1; }
 | ENUM { $t = 2; }
 | AT INTERFACE { $t = 3; }
 | TRAIT { $t = 4; }
 )
identifier
(typeParameters)?
EXTENDS (scs=typeList)?
IMPLEMENTS (is=typeList)?
classBody[$t]
;

// t see the comment of classDeclaration
classBody[int t]
: LBRACE nls
 ( /* Only enum can have enum constants */
  { 2 == $t }
   enumConstants (COMMA) sep?
  )
 (classBodyDeclaration[$t] (sep classBodyDeclaration[$t])*)? sep? RBRACE
;

enumConstants
: enumConstant (COMMA enumConstant)*
;

enumConstant
: annotationsOpt identifier arguments? anonymousInnerClassDeclaration[1]?
;

classBodyDeclaration[int t]
: (STATIC) block
 | memberDeclaration[$t]
 ;

memberDeclaration[int t]
: methodDeclaration[0, $t]
 | fieldDeclaration
methodDeclaration[int t, int ct]
  : modifiersOpt
  ( ( 3 == $ct )?
    returnType[$ct] methodName LPAREN rparen (DEFAULT nls elementValue)?
   | typeParameters? returnType[$ct]?
    methodName formalParameters (nls THROWS nls qualifiedClassNameList)?
     (nls methodBody)?
   )
  ;

methodName
  : identifier
  | stringLiteral
  ;

returnType[int ct]
  : standardType
  | VOID
  ;

fieldDeclaration
  : variableDeclaration[1]
  ;

variableDeclarators
  : variableDeclarator (COMMA nls variableDeclarator)*
  ;

variableDeclarator
  : variableDeclaratorId (nls ASSIGN nls variableInitializer)?
  ;

variableDeclaratorId
  : identifier
  ;

variableInitializer
variableInitializers
  : variableInitializer (nls COMMA nls variableInitializer)* nls COMMA?
  :

emptyDims
  : (annotationsOpt LBRACK RBRACK)+
  :

emptyDimsOpt
  : emptyDims?
  :

standardType
options { baseContext = type; }
  : annotationsOpt
    ( primitiveType
      | standardClassOrInterfaceType
    )
    emptyDimsOpt
  :

type
  : annotationsOpt
    ( ( primitiveType
      | // !!! Error Alternative !!!
        VOID
      )
      | generalClassOrInterfaceType
    )
    emptyDimsOpt
  :

classOrInterfaceType
  : ( qualifiedClassName
        | qualifiedStandardClassName
    ) typeArguments?
  :

generalClassOrInterfaceType
options { baseContext = classOrInterfaceType; }
  : qualifiedClassName typeArguments?
  ;

standardClassOrInterfaceType
options { baseContext = classOrInterfaceType; }
  : qualifiedStandardClassName typeArguments?
  ;

primitiveType
  : BuiltInPrimitiveType
  ;

typeArguments
  : LT nls typeArgument (COMMA nls typeArgument)* nls GT
  ;

typeArgument
  : type
  | annotationsOpt QUESTION ((EXTENDS | SUPER) nls type)?
  ;

annotatedQualifiedClassName
  : annotationsOpt qualifiedClassName
  ;

qualifiedClassNameList
  : annotatedQualifiedClassName (COMMA nls annotatedQualifiedClassName)*
  ;

formalParameters
  : LPAREN formalParameterList? rparen
  ;

formalParameterList
  : (formalParameter | thisFormalParameter) (COMMA nls formalParameter)*
  ;

thisFormalParameter
  : type THIS
  ;

formalParameter
  : variableModifiersOpt type? ELLIPSIS? variableDeclaratorId (nls ASSIGN nls expression)?
  ;

methodBody
  : block
qualifiedName
   :   qualifiedNameElement (DOT qualifiedNameElement)*
   :

/**
 * Java doesn't have the keywords 'as', 'in', 'def', 'trait' so we make some allowances
 * for them in package names for better integration with existing Java packages
 */
qualifiedNameElement
   :   identifier
   |   DEF
   |   IN
   |   AS
   |   TRAIT
   :

qualifiedNameElements
   :   (qualifiedNameElement DOT)*
   :

qualifiedClassName
   :   qualifiedNameElements identifier
   :

qualifiedStandardClassName
   :   qualifiedNameElements className (DOT className)*
   :

literal
   :   IntegerLiteral #integerLiteralAlt
   |   FloatingPointLiteral #floatingPointLiteralAlt
   |   stringLiteral      #stringLiteralAlt
   |   BooleanLiteral     #booleanLiteralAlt
   |   NullLiteral        #nullLiteralAlt
   :

// GSTRING

gstring
   :   GStringBegin gstringValue (GStringPart gstringValue)* GStringEnd
   :

gstringValue
   :   gstringPath
   |   closure
   :

gstringPath
  : identifier GStringPathPart*
  ;

// LAMBDA EXPRESSION
lambdaExpression
  options { baseContext = standardLambdaExpression; }
  : lambdaParameters nls ARROW nls lambdaBody
  ;

// JAVA STANDARD LAMBDA EXPRESSION
standardLambdaExpression
  : standardLambdaParameters nls ARROW nls lambdaBody
  ;

lambdaParameters
  options { baseContext = standardLambdaParameters; }
  : formalParameters

  // { a -> a * 2 } can be parsed as a lambda expression in a block, but we expect a closure.
  // So it is better to put parameters in the parentheses and the following single parameter without parentheses is limited
  //    |   variableDeclaratorId
  ;

standardLambdaParameters
  : formalParameters
  | variableDeclaratorId
  ;

lambdaBody
  : block
  | statementExpression
  ;

// CLOSURE
closure
  : LBRACE nls (formalParameterList? nls ARROW nls)? blockStatementsOpt RBRACE
  ;

// GROOVY-8991: Difference in behaviour with closure and lambda
closureOrLambdaExpression
  : closure
  | lambdaExpression
  ;
blockStatementsOpt
  : blockStatements? ;

blockStatements
  : blockStatement (sep blockStatement)* sep?
  ;

// ANNOTATIONS

annotationsOpt
  : (annotation (nls annotation)* nls)? ;

annotation
  : AT annotationName ( LPAREN elementValues? rparen)? ;

elementValues
  : elementValuePairs
    | elementValue
  ;

annotationName : qualifiedClassName ;

elementValuePairs
  : elementValuePair (COMMA elementValuePair)* ;

elementValuePair
  : elementValuePairName nls ASSIGN nls elementValue
  ;

elementValuePairName
  : identifier
    | keywords
  ;

// TODO verify the potential performance issue because rule expression contains sub-rule assignments(https://github.com/antlr/grammars-v4/issues/215)
elementValue
  : elementValueArrayInitializer
    | annotation
    | expression
  ;

elementValueArrayInitializer
  : LBRACK (elementValue (COMMA elementValue)* COMMA?)? RBRACK
// STATEMENTS / BLOCKS

block
  : LBRACE sep? blockStatementsOpt RBRACE
  ;

blockStatement
  : localVariableDeclaration
  | statement
  ;

localVariableDeclaration
  : { !SemanticPredicates.isInvalidLocalVariableDeclaration(_input) }?
    variableDeclaration[0]
  ;

/**
 * 0: local variable declaration; 1: field declaration
 */
variableDeclaration[int t]
  : modifiers nls
    ( type? variableDeclarators
      | typeNamePairs nls ASSIGN nls variableInitializer
    )
    |
    type variableDeclarators
  ;

typeNamePairs
  : LPAREN typeNamePair (COMMA typeNamePair)* rparen
  ;
typeNamePair
  : type? variableDeclaratorId
  ;

variableNames
  : LPAREN variableDeclaratorId (COMMA variableDeclaratorId)+ rparen
  ;

conditionalStatement
  : ifElseStatement
    | switchStatement
  ;

ifElseStatement
: IF expressionInPar nls tb=statement ((nls | sep) ELSE nls fb=statement)? ;

switchStatement
: SWITCH expressionInPar nls LBRACE nls (switchBlockStatementGroup+ nls)? RBRACE ;

loopStatement
: FOR LPAREN forControl rparen nls statement ; #forStmtAlt
| WHILE expressionInPar nls statement ; #whileStmtAlt
| DO nls statement nls WHILE expressionInPar ; #doWhileStmtAlt
;

continueStatement
: CONTINUE identifier? ;

breakStatement
: BREAK identifier? ;

tryCatchStatement
: TRY resources? nls block (nls catchClause)* (nls finallyBlock)? ;

assertStatement
: ASSERT ce=expression (nls (COLON | COMMA) nls me=expression)? ;

statement
: block #blockStmtAlt
| conditionalStatement #conditionalStmtAlt
| loopStatement #loopStmtAlt
| tryCatchStatement #tryCatchStmtAlt
| SYNCHRONIZED expressionInPar nls block #synchronizedStmtAlt
| RETURN expression? #returnStmtAlt
| THROW expression #throwStmtAlt
| breakStatement #breakStmtAlt
| continueStatement #continueStmtAlt
| identifier COLON nls statement #labeledStmtAlt
| assertStatement #assertStmtAlt
| localVariableDeclaration #localVariableDeclarationStmtAlt

// validate the method in the AstBuilder#visitMethodDeclaration, e.g. method without method body is not allowed
methodDeclaration[3, 9]  #methodDeclarationStmtAlt

|   { !SemanticPredicates.isInvalidMethodDeclaration(_input) }? |

| statementExpression | #expressionStmtAlt |
| SEMI | #emptyStmtAlt |

catchClause
  : CATCH LPAREN variableModifiersOpt catchType? identifier rparen nls block
  ;

catchType
  : qualifiedClassName (BITOR qualifiedClassName)*
  ;

finallyBlock
  : FINALLY nls block
  ;

resources
  : LPAREN nls resourceList sep? rparen
  ;

resourceList
  : resource (sep resource)*
  ;

resource
  : localVariableDeclaration
  | expression
  ;

/** Matches cases then statements, both of which are mandatory.
* To handle empty cases at the end, we add switchLabel* to statement.
*/
switchBlockStatementGroup
  : switchLabel (nls switchLabel)* nls blockStatements
  ;

switchLabel
  : CASE expression COLON
  | DEFAULT COLON
  ;

forControl
  : enhancedForControl
  | classicalForControl
enhancedForControl
  : variableModifiersOpt type? variableDeclaratorId (COLON | IN) expression

classicalForControl
  : forInit? SEMI expression? SEMI forUpdate?

forInit
  : localVariableDeclaration
  | expressionList[false]

forUpdate
  : expressionList[false]

// EXPRESSIONS

castParExpression
  : LPAREN type rparen

parExpression
  : expressionInPar

expressionInPar
  : LPAREN enhancedStatementExpression rparen

expressionList[boolean canSpread]
  : expressionListElement[ScanSpread] (COMMA expressionListElement[ScanSpread])* 

expressionListElement[boolean canSpread]
  : MUL? expression

enhancedStatementExpression
  : statementExpression
  | standardLambdaExpression

statementExpression
postfixExpression
  : pathExpression op=(INC | DEC)?
  ;

expression
  // qualified names, array expressions, method invocation, post inc/dec, type casting (level 1)
  // The cast expression must be put before pathExpression to resolve the ambiguities between type casting and call
  // on parentheses expression, e.g. (int)(1 / 2)
  : castParExpression castOperandExpression #castExprAlt
  | postfixExpression #postfixExprAlt

  // ~(BNOT)/!(LNOT) (level 1)
  | (BITNOT | NOT) nls expression #unaryNotExprAlt

  // math power operator (**) (level 2)
  | op=(INC | DEC | ADD | SUB) expression #unaryAddExprAlt

  // multiplication/division/modulo (level 4)
  | left=expression nls op=(MUL | DIV | MOD) nls right=expression #multiplicativeExprAlt

  // binary addition/subtraction (level 5)
  | left=expression op=(ADD | SUB) nls right=expression #additiveExprAlt

  // bit shift expressions (level 6)
  | left=expression nls
    ( ( dlOp=LT LT
      |tgOp=GT GT GT
      | dgOp=GT GT
      )
     ) rangeOp=( RANGE_INCLUSIVE
    | RANGE_EXCLUSIVE
    )
    ) nls
  right=expression #shiftExprAlt

  // boolean relational expressions (level 7)
  | left=expression nls op=(AS | INSTANCEOF | NOT_INSTANCEOF) nls type #relationalExprAlt
  | left=expression nls op=(LE | GE | LT | IN | NOT_IN) nls right=expression #relationalExprAlt

  // equality/inequality (==/!=) (level 8)
  | left=expression nls
    op=( IDENTICAL
    )
    ;

: commandExpression #commandExprAlt
;

postfixExpression
  : pathExpression op=(INC | DEC)?
  ;

expression
  // qualified names, array expressions, method invocation, post inc/dec, type casting (level 1)
  // The cast expression must be put before pathExpression to resolve the ambiguities between type casting and call
  // on parentheses expression, e.g. (int)(1 / 2)
  : castParExpression castOperandExpression #castExprAlt
  | postfixExpression #postfixExprAlt

  // ~(BNOT)/!(LNOT) (level 1)
  | (BITNOT | NOT) nls expression #unaryNotExprAlt

  // math power operator (**) (level 2)
  | op=(INC | DEC | ADD | SUB) expression #unaryAddExprAlt

  // multiplication/division/modulo (level 4)
  | left=expression nls op=(MUL | DIV | MOD) nls right=expression #multiplicativeExprAlt

  // binary addition/subtraction (level 5)
  | left=expression op=(ADD | SUB) nls right=expression #additiveExprAlt

  // bit shift expressions (level 6)
  | left=expression nls
    ( ( dlOp=LT LT
      |tgOp=GT GT GT
      | dgOp=GT GT
      )
     ) rangeOp=( RANGE_INCLUSIVE
    | RANGE_EXCLUSIVE
    )
    ) nls
  right=expression #shiftExprAlt

  // boolean relational expressions (level 7)
  | left=expression nls op=(AS | INSTANCEOF | NOT_INSTANCEOF) nls type #relationalExprAlt
  | left=expression nls op=(LE | GE | LT | IN | NOT_IN) nls right=expression #relationalExprAlt

  // equality/inequality (==/!=) (level 8)
  | left=expression nls
    op=( IDENTICAL
    )
    ;
| NOT_IDENTICAL
| EQUAL
| NOTEQUAL
| SPACESHIP
|
right=expression

// regex find and match (=~ and ==~) (level 8.5)
// jez: moved =~ closer to precedence of == etc, as...
// 'if (foo =~ "a.c")' is very close in intent to 'if (foo == "abc")'
| left=expression nls op=(REGEX_FIND | REGEX_MATCH) nls right=expression

// bitwise or non-short-circuiting and (&) (level 9)
| left=expression nls op=BITAND nls right=expression

// exclusive or (^) (level 10)
| left=expression nls op=XOR nls right=expression

// bitwise or non-short-circuiting or (|) (level 11)
| left=expression nls op=BITOR nls right=expression

// logical and (&&) (level 12)
| left=expression nls op=AND nls right=expression

// logical or (||) (level 13)
| left=expression nls op=OR nls right=expression

// conditional test (level 14)
| <assoc=right> con=expression nls
  ( QUESTION nls tb=expression nls COLON nls
  | ELVIS nls
  )
  fb=expression

// assignment expression (level 15)
// "(a) = [1]" is a special case of multipleAssignmentExprAlt, it will be handle by assignmentExprAlt
| <assoc=right> left=variableNames nls op=ASSIGN nls right=statementExpression

#multipleAssignmentExprAlt
| <assoc=right> left=expression nls
  op=( ASSIGN
  | ADD_ASSIGN
  | SUB_ASSIGN
  | MUL_ASSIGN
  | DIV_ASSIGN
  | AND_ASSIGN
  | OR_ASSIGN
  | XOR_ASSIGN
  | RSHIFT_ASSIGN

---

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<table>
<thead>
<tr>
<th>URSHIFT.Assign</th>
<th>LSHIFT.Assign</th>
<th>MOD.Assign</th>
<th>POWER.Assign</th>
<th>ELVIS.Assign</th>
</tr>
</thead>
<tbody>
<tr>
<td>nls-enhancedStatementExpression</td>
<td>;</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

castOperandExpression
options { baseContext = expression; }
: castParExpression castOperandExpression #castExprAlt
| postfixExpression #postfixExprAlt

// ~(BNOT)!/(LNOT) (level 1)
| (BITNOT | NOT) nls castOperandExpression #unaryNotExprAlt

// ++(prefix)/--(prefix)/+(unary)/-(unary) (level 3)
| op=(INC | DEC | ADD | SUB) castOperandExpression #unaryAddExprAlt
;

commandExpression
: expression

( ![SemanticPredicates.isFollowingArgumentsOrClosure($expression.ctx)]? argumentList |
/* if pathExpression is a method call, no need to have any more arguments */
)

commandArgument*
;

commandArgument
: commandPrimary
// what follows is either a normal argument, parens, an appended block, an index operation, or nothing
// parens (a b already processed):
//  a b c() d e -> a(b).c().d(e)
//  a b c()() d e -> a(b).c().call().d(e)
// index (a b already processed):
//  a b c[x] d e -> a(b).c[x].d(e)
//  a b c[x][y] d e -> a(b).c[x][y].d(e)
// block (a b already processed):
//  a b c {x} d e -> a(b).c({x}).d(e)
//
// parens/block completes method call
// index makes method call to property get with index
//
(pathElement+  
| argumentList 
)?
;

/**
 * A "path expression" is a name or other primary, possibly qualified by various
 * forms of dot, and/or followed by various kinds of brackets.
 * It can be used for value or assigned to, or else further qualified, indexed, or called.
 * It is called a "path" because it looks like a linear path through a data structure.
 * Examples:  x.y, x?.y, x*.y, x.@y; x[], x[y], x[y,z]; x(), x(y), x(y,z); x[1]; a.b[n].c(x).d[s]
 * (Compare to a C lvalue, or LeftHandSide in the JLS section 15.26.)
 * General expressions are built up from path expressions, using operators like '+' and '='.
 */

pathExpression returns [int t]
  :   primary (pathElement { $t = $pathElement.t; })*

pathElement returns [int t]
  :   nls
      (  // AT: foo.@bar selects the field (or attribute), not property
        (  
          DOT        // The all-powerful dot.
          | SPREAD_DOT  // Spread operator: x*y === x?.collect{it.y}
          | SAFE_DOT    // Optional-null operator: x?.y === (x==null)?null:x.y
          | SAFE_CHAIN_DOT  // Optional-null chain operator: x???.y.z === x?.y?.z
          ) nls (AT | nonWildcardTypeArguments)?
        |
        METHOD_POINTER nls  // Method pointer operator: foo.&y == foo.metaClass.getMethodPointer(foo,
                  "y")
        |
        METHOD_REFERENCE nls  // Method reference: System.out::println
      )
    namePart
    { $t = 1; }
    |
    DOT nls NEW creator[1]
    { $t = 6; }
{ $t = 3; }
)

| arguments
{ $t = 2; }

// Element selection is always an option, too.
// In Groovy, the stuff between brackets is a general argument list,
// since the bracket operator is transformed into a method call.
| indexPropertyArgs
{ $t = 4; }

| namedPropertyArgs
{ $t = 5; }

;:

/**
 * This is the grammar for what can follow a dot: x.a, x.@a, x.&a, x.'a', etc.
 */

namePart
:

( identifier

// foo.'bar' is in all ways same as foo.bar, except that bar can have an arbitrary spelling
| stringLiteral

| dynamicMemberName

/* just a PROPOSAL, which has not been implemented yet!
// PROPOSAL, DECIDE: Is this inline form of the 'with' statement useful?
// Definition: a.{foo} === {with(a) {foo}}
// May cover some path expression use-cases previously handled by dynamic scoping (closure delegates).
| block
*/

// let's allow common keywords as property names
| keywords
)

;

/**
 * If a dot is followed by a parenthesized or quoted expression, the member is computed dynamically,
 * and the member selection is done only at runtime. This forces a statically unchecked member access.
 */
dynamicMemberName
:
parExpression
| gstring
;

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/** An expression may be followed by [...].
 * Unlike Java, these brackets may contain a general argument list,
 * which is passed to the array element operator, which can make of it what it wants.
 * The brackets may also be empty, as in T[]. This is how Groovy names array types.
 */

indexPropertyArgs
  :  QUESTION? LBRACK expressionList[true]? RBRACK
;

namedPropertyArgs
  :  QUESTION? LBRACK (namedPropertyArgList | COLON) RBRACK
;

primary
  :
    // Append `typeArguments?` to `identifier` to support constructor reference with generics, e.g.
    HashMap<String, Integer>::new
    // Though this is not a graceful solution, it is much faster than replacing `builtInType` with `type`
    identifier typeArguments?
          #identifierPrmrAlt
      | literal                                          #literalPrmrAlt
      | gstring                                          #gstringPrmrAlt
      | NEW nls creator[0]                               #newPrmrAlt
      | THIS                                             #thisPrmrAlt
      | SUPER                                            #superPrmrAlt
      | parExpression                                    #parenPrmrAlt
      | closureOrLambdaExpression                       #closureOrLambdaExpressionPrmrAlt
      | list                                             #listPrmrAlt
      | map                                              #mapPrmrAlt
      | builtInType                                      #builtInTypePrmrAlt
;
	namedPropertyArgPrimary
  options { baseContext = primary; }
    :  identifier                                    #identifierPrmrAlt
      | literal                                        #literalPrmrAlt
      | gstring                                        #gstringPrmrAlt
      | parExpression                                  #parenPrmrAlt
;

commandPrimary
  options { baseContext = primary; }
    :  identifier                                    #identifierPrmrAlt
      | literal                                        #literalPrmrAlt
      | gstring                                        #gstringPrmrAlt
;

list
creator[int t]
   :   createdName
       ( nls arguments anonymousInnerClassDeclaration[0]?

/**
*  t 0: general creation; 1: non-static inner class creation
*/
creator[int t]
dim+ (nls arrayInitializer)?
)
;

dim
:   annotationsOpt LBRACK expression? RBRACK
);

arrayInitializer
:   LBRACE nls (variableInitializers nls)? RBRACE
);

IFIER
* t 0: anonymous inner class; 1: anonymous enum
*/
anonymousInnerClassDeclaration[int t]
:   classBody[0]
;

createdName
:   annotationsOpt
    (   primitiveType
        |   qualifiedClassName typeArgumentsOrDiamond?
    )
    ;

nonWildcardTypeArguments
:   LT nls typeList nls GT
    ;

typeArgumentsOrDiamond
:   LT GT
    |
    typeArguments
    ;

arguments
:   LPAREN enhancedArgumentList? COMMA? rparen
    ;

argumentList
options { baseContext = enhancedArgumentList; }
:   argumentListElement
    ( COMMA nls
        argumentListElement
    )*
    ;

enhancedArgumentList
: enhancedArgumentListElement
  ( COMMA nls
     enhancedArgumentListElement
  )*

: argumentListElement
  options { baseContext = enhancedArgumentListElement; }
     expressionListElement[true]
     | namedPropertyArg

: enhancedArgumentListElement
  : expressionListElement[true]
  | standardLambdaExpression
  | namedPropertyArg

: stringLiteral
  : StringLiteral

: className
  : CapitalizedIdentifier

: identifier
  : Identifier
  | CapitalizedIdentifier
  | VAR
  | IN
  //  | DEF
  | TRAIT
  | AS
  |
  // if 'static' followed by DOT, we can treat them as identifiers, e.g. static.unused = { -> }
  { DOT == _input.LT(2).getType() }?
  STATIC

: builtInType
  : BuiltInPrimitiveType
  | VOID

: keywords
  : ABSTRACT
  | AS
// !!!Error Alternative, impact the performance of parsing

{ require(false, "Missing ") ; } ;

nls
   : NL* ;

sep  : (NL | SEMI)+ ;

Found in path(s):
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/GroovyParser.g4
No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/org/codehaus/groovy/control/io/package.html
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/overview.html
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/groovy/security/package.html
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-
No license file was found, but licenses were detected in source scan.

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# Format: one extension on each line without the leading "*.
# Listed below are default groovy source file extensions.

# NOTE: This implementation of supporting multiple file extensions is experimental and
# the exact implementation details may vary when modularization gets introduced in
# groovy 2.0. However, in terms of the behavior, this support will remain intact.
groovy

Found in path(s):
* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-jar/META-INF/groovy/org.codehaus.groovy.source.Extensions

No license file was found, but licenses were detected in source scan.

/** JSR-241 Groovy Recognizer.
 *
* Run 'java Main [-showtree] directory-full-of-groovy-files'
* ...
* [The -showtree option pops up a Swing frame that shows
* the AST constructed from the parser.]
*
* Contributing authors:
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* 
* Version 1.00 December 9, 1997 -- initial release
* Version 1.01 December 10, 1997
*     fixed bug in octal def (0..7 not 0..8)
* Version 1.10 August 1998 (parrt)
*     added tree construction
*     fixed definition of WS, comments for mac, pc, unix newlines
*     added unary plus
* Version 1.11 (Nov 20, 1998)
*     Added "shutup" option to turn off last ambig warning.
*     Fixed inner class def to allow named class defs as statements
*     synchronized requires compound not simple statement
*     add [] after builtInType DOT class in primaryExpression
*     "const" is reserved but not valid..removed from modifiers
* Version 1.12 (Feb 2, 1999)
*     Changed LITERAL_xxx to xxx in tree grammar.
*     Updated java.g to use tokens {...} now for 2.6.0 (new feature).
* 
* Version 1.13 (Apr 23, 1999)
*     Didn't have (stat)? for else clause in tree parser.
*     Didn't gen ASTs for interface extends. Updated tree parser too.
*     Updated to 2.6.0.
* Version 1.14 (Jun 20, 1999)
*     Allowed final/abstract on local classes.
*     Removed local interfaces from methods
*     Put instanceof precedence where it belongs...in relationalExpr
*     It also had expr not type as arg; fixed it.
*     Missing ! on SEMI in classBlock
*     fixed: (expr) + "string" was parsed incorrectly (+ as unary plus).
*     fixed: didn't like Object[].class in parser or tree parser
* Version 1.15 (Jun 26, 1999)
*     Screwed up rule with instanceof in it. :( Fixed.
*     Tree parser didn't like (expr).something; fixed.
*     Allowed multiple inheritance in tree grammar. oops.
* Version 1.16 (August 22, 1999)
*     Extending an interface built a wacky tree: had extra EXTENDS.
*     Tree grammar didn't allow multiple superinterfaces.
*     Tree grammar didn't allow empty var initializer: {}
* Version 1.17 (October 12, 1999)
*     ESC lexer rule allowed 399 max not 377 max.
*     java.tree.g didn't handle the expression of synchronized
*     statements.
* Version 1.18 (August 12, 2001)
*     Terence updated to Java 2 Version 1.3 by
*     observing/combining work of Allan Jacobs and Steve
*     Messick. Handles 1.3 src. Summary:
*     o primary didn't include boolean.class kind of thing
* constructor calls parsed explicitly now:
  * see explicitConstructorInvocation
* add strictfp modifier
* missing objBlock after new expression in tree grammar
* merged local class definition alternatives, moved after declaration
* fixed problem with ClassName.super.field
* reordered some alternatives to make things more efficient
* long and double constants were not differentiated from int/float
* whitespace rule was inefficient: matched only one char
* add an examples directory with some nasty 1.3 cases
* made Main.java use buffered IO and a Reader for Unicode support
* supports UNICODE?
  * Using Unicode charVocabulary makes code file big, but only
    in the bitsets at the end. I need to make ANTLR generate
    unicode bitsets more efficiently.
* Version 1.19 (April 25, 2002)
  * Terence added in nice fixes by John Pybus concerning floating
    constants and problems with super() calls. John did a nice
    reorg of the primary/postfix expression stuff to read better
    and makes f.g.super() parse properly (it was METHOD_CALL not
    a SUPER_CTOR_CALL). Also:
    * "finally" clause was a root...made it a child of "try"
    * Added stuff for asserts too for Java 1.4, but *commented out*
    * as it is not backward compatible.
* Version 1.20 (October 27, 2002)
  * Terence ended up reorging John Pybus' stuff to
    remove some nondeterminisms and some syntactic predicates.
    Note that the grammar is stricter now; e.g., this(...) must
    be the first statement.
  * Trinary ?: operator wasn't working as array name:
    * (isBig ? bigDigits : digits)[i];
  * Checked parser/tree parser on source for
    * Resin-2.0.5, jive-2.1.1, jdk 1.3.1, Lucene, antlr 2.7.2a4,
    * and the 110k-line jGuru server source.
* Version 1.21 (October 17, 2003)
  * Fixed lots of problems including:
    * Ray Waldin: add typeDefinition to interfaceBlock in java.tree.g
    * He found a problem/fix with floating point that start with 0
    * Ray also fixed problem that (int.class) was not recognized.
    * Thorsten van Ellen noticed that \n are allowed incorrectly in strings.
    * TJP fixed CHAR_LITERAL analogously.

---

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  * Changes by Matt Quail to support generics (as per JDK1.5/JSR14)
  * Notes:
  * o We only allow the "extends" keyword and not the "implements"
      keyword, since that's what JSR14 seems to imply.
  * o Thanks to Monty Zukowski for his help on the antlr-interest
      mail list.
  * o Thanks to Alan Eliasen for testing the grammar over his
      Fink source base
  *
* Version 1.22 (July, 2004)
  * Changes by Michael Studman to support Java 1.5 language extensions
  * Notes:
  * o Added support for annotations types
  * o Finished off Matt Quail's generics enhancements to support bound type arguments
  * o Added support for new for statement syntax
  * o Added support for static import syntax
  * o Added support for enum types
  * o Tested against JDK 1.5 source base and source base of jdigraph project
  * o Thanks to Matt Quail for doing the hard part by doing most of the generics work
  *
* Version 1.22.1 (July 28, 2004)
  * Bug/omission fixes for Java 1.5 language support
  * o Fixed tree structure bug with classOrInterface - thanks to Pieter Vangorpto for
    spotting this
  * o Fixed bug where incorrect handling of SR and BSR tokens would cause type
    parameters to be recognised as type arguments.
  * o Enabled type parameters on constructors, annotations on enum constants
    and package definitions
  * o Fixed problems when parsing \( (\text{char}.\text{class}.\text{equals}(c)) \{ \} \) - solution by Matt Quail at Cenqua
  *
* Version 1.22.2 (July 28, 2004)
  * Slight refactoring of Java 1.5 language support
  * o Refactored for"foreach" productions so that original literal "for" literal
    is still used but the for sub-clauses vary by token type
  * o Fixed bug where type parameter was not included in generic constructor's branch of AST
  *
* Version 1.22.3 (August 26, 2004)
  * Bug fixes as identified by Michael Stahl; clean up of tabs/spaces
  * and other refactorings
  * o Fixed typeParameters omission in identPrimary and newStatement
  * o Replaced GT reconciliation code with simple semantic predicate
  * o Adapted enum/assert keyword checking support from Michael Stahl's java15 grammar
  * o Refactored typeDefinition production and field productions to reduce duplication
  *
* Version 1.22.4 (October 21, 2004)
  * Small bux fixes
  * o Added typeArguments to explicitConstructorInvocation, e.g. new <String>MyParameterised()}
* o Added typeArguments to postfixExpression productions for anonymous inner class super
*   constructor invocation, e.g. new Outer().<String>super()
* o Fixed bug in array declarations identified by Geoff Roy
*
* Version 1.22.4.g.1
* o I have taken java.g for Java1.5 from Michael Studman (1.22.4)
*   and have applied the groovy.diff from java.g (1.22) by John Rose
*   back onto the new root (1.22.4) - Jeremy Rayner (Jan 2005)
* *
* Version 1.22.4.g.2
* o mkempf, rkleeb, Dec 2007
* o fixed various rules so that they call the correct Create Method
*   to make sure that the line information are correct
* *
* Based on an original grammar released in the PUBLIC DOMAIN
*/

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* /opt/cola/permits/1150250136_1627682073.1/0/groovy-3-0-3-sources-
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1.1637 hdrhistogram 2.1.11

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jar/org/HdrHistogram/SynchronizedDoubleHistogram.java
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jar/org/HdrHistogram/RecordedValuesIterator.java
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jar/org/HdrHistogram/Histogram.java
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jar/org/HdrHistogram/DoubleHistogramIterationValue.java
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jar/org/HdrHistogram/AbstractHistogramIterator.java
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jar/org/HdrHistogram/HistogramLogProcessor.java
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jar/org/HdrHistogram/DoubleLinearIterator.java
* /opt/cola/permits/1183569501_1627428110.01/0/hdrhistogram-2-1-11-sources-7-
jar/org/HdrHistogram/ConcurrentDoubleHistogram.java
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jar/org/HdrHistogram/Version.java
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jar/org/HdrHistogram/DoubleLogarithmicIterator.java
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package org.HdrHistogram;

final class Version {
    public static final String version="$VERSION$";
    public static final String build_time="$BUILD_TIMES$";
}

1.1638 maven-project 2.0.6
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1.1639 jung-api 2.1.1
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1.1640 slf4j 1.7.29

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

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

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

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

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

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

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

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

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

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

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

## Bind internal references

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

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

## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =

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- jsp_2_2.xsd
- web-app_3_0.xsd
- web-common_3_0.xsd
- web-fragment_3_0.xsd
- javaee_7.xsd
- javaee_web_services_1_4.xsd
- javaee_web_services_client_1_4.xsd
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- web-common_3_1.xsd
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/**
* Handles an I/O event or intercepts an I/O operation, and forwards it to its next handler in
* its { @link ChannelPipeline}. 
* 
* <h3>Sub-types</h3>
*<p>*[@link ChannelHandler]* itself does not provide many methods, but you usually have to implement one of its subtypes:<br>*</p>*<ul>*<li>[@link ChannelInboundHandler] to handle inbound I/O events, and</li>*<li>[@link ChannelOutboundHandler] to handle outbound I/O operations.</li>*</ul>*</p>*<p>*Alternatively, the following adapter classes are provided for your convenience:<br>*</p>*<ul>*<li>[@link ChannelInboundHandlerAdapter] to handle inbound I/O events,</li>*<li>[@link ChannelOutboundHandlerAdapter] to handle outbound I/O operations, and</li>*<li>[@link ChannelDuplexHandler] to handle both inbound and outbound events</li>*</ul>*</p>*<p>*For more information, please refer to the documentation of each subtype.<br>*</p>*</p>*<h3>The context object</h3>*<p>*A [@link ChannelHandler] is provided with a [@link ChannelHandlerContext] object. A [@link ChannelHandler] is supposed to interact with the [@link ChannelPipeline] it belongs to via a context object. Using the context object, the [@link ChannelHandler] can pass events upstream or downstream, modify the pipeline dynamically, or store the information (using [@link AttributeKey]s) which is specific to the handler.<br>*</p>*</h3>*<h3>State management</h3>*<p>*A [@link ChannelHandler] often needs to store some stateful information.<br>*The simplest and recommended approach is to use member variables:<br>*</p>*<pre>*public interface Message {
  // your methods here
}
*
*public class DataServerHandler extends [@link SimpleChannelInboundHandler]<Message> {

  private boolean loggedIn;

  @Override
  public void channelRead0([@link ChannelHandlerContext] ctx, Message message) {
    if (message instanceof LoginMessage) {
      authenticate((LoginMessage) message);
      loggedIn = true;
    } else (message instanceof GetDataMessage) {

</h>
if (loggedIn) {
    ctx.writeAndFlush(fetchSecret((GetDataMessage) message));
} else {
    fail();
}

Because the handler instance has a state variable which is dedicated to
one connection, you have to create a new handler instance for each new
channel to avoid a race condition where a unauthenticated client can get
the confidential information:

// Create a new handler instance per channel.
// See ChannelInitializer#initChannel(Channel).
public class DataServerInitializer extends ChannelInitializer<Channel> {
    @Override
    public void initChannel(Channel channel) {
        channel.pipeline().addLast("handler", new DataServerHandler());
    }
}

Using AttributeKey

Although it's recommended to use member variables to store the state of a
handler, for some reason you might not want to create many handler instances.
In such a case, you can use AttributeKey which is provided by

public interface Message {
    // your methods here
}

public class DataServerHandler extends SimpleChannelInboundHandler<Message> {
    private final AttributeKey<Boolean> auth = AttributeKey.valueOf("auth");

    @Override
    public void channelRead(ChannelHandlerContext ctx, Message message) {
        Attribute<Boolean> attr = ctx.attr(auth);
        if (message instanceof LoginMessage) {
            authenticate((LoginMessage) o);
            attr.set(true);
        }
    }
}

// Create a new handler instance per channel.
// See ChannelInitializer#initChannel(Channel).
public class DataServerInitializer extends ChannelInitializer<Channel> {
    @Override
    public void initChannel(Channel channel) {
        channel.pipeline().addLast("handler", new DataServerHandler());
    }
}
* } else (message instanceof GetDataMessage) {
*     if (<b>Boolean.TRUE.equals(attr.get())</b>) {
*         ctx.writeAndFlush(fetchSecret((GetDataMessage) o));
*     } else {
*         fail();
*     }
* }
* }...
*
* </pre>
* Now that the state of the handler is attached to the {@link ChannelHandlerContext}, you can add the
* same handler instance to different pipelines:
* <pre>
* public class DataServerInitializer extends {@link ChannelInitializer}<{@link Channel}> {
* 
*     private static final DataServerHandler <b>SHARED</b> = new DataServerHandler();
* 
*     {@code @Override}
*     public void initChannel({@link Channel} channel) {
*         channel.pipeline().addLast("handler", <b>SHARED</b>);
*     }
* }
* </pre>
*
* <h4>The {@code @Sharable} annotation</h4>
<p>
In the example above which used an {@link AttributeKey},
* you might have noticed the {@code @Sharable} annotation.
* <p>
* If a {@link ChannelHandler} is annotated with the {@code @Sharable}
* annotation, it means you can create an instance of the handler just once and
* add it to one or more {@link ChannelPipeline}s multiple times without
* a race condition.
* <p>
* If this annotation is not specified, you have to create a new handler
* instance every time you add it to a pipeline because it has unshared state
* such as member variables.
* <p>
* This annotation is provided for documentation purpose, just like
* <p>
* <h3>Additional resources worth reading</h3>
* <p>
* Please refer to the {@link ChannelHandler}, and
* {@link ChannelPipeline} to find out more about inbound and outbound operations,
* what fundamental differences they have, how they flow in a pipeline, and how to handle
* the operation in your application.
*/

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* /opt/cola/permits/1177956806_1625584573.81/0/netty-transport-4.1.48-final-sources-4-jar/io/netty/bootstrap/FailedChannel.java
* /opt/cola/permits/1177956806_1625584573.81/0/netty-transport-4.1.48-final-sources-4-jar/io/netty/channel/internal/ChannelUtils.java
* /opt/cola/permits/1177956806_1625584573.81/0/netty-transport-4.1.48-final-sources-4-jar/io/netty/channel/socket/ChannelOutputShutdownEvent.java
* /opt/cola/permits/1177956806_1625584573.81/0/netty-transport-4.1.48-final-sources-4-jar/io/netty/channel/socket/ChannelInputShutdownReadComplete.java
* /opt/cola/permits/1177956806_1625584573.81/0/netty-transport-4.1.48-final-sources-4-jar/io/netty/channel/DelegatingChannelPromiseNotifier.java
* /opt/cola/permits/1177956806_1625584573.81/0/netty-transport-4.1.48-final-sources-4-jar/io/netty/channel/nio/SelectedSelectionKeySetSelector.java
* /opt/cola/permits/1177956806_1625584573.81/0/netty-transport-4.1.48-final-sources-4-jar/io/netty/channel/socket/ChannelOutputShutdownException.java
* /opt/cola/permits/1177956806_1625584573.81/0/netty-transport-4.1.48-final-sources-4-jar/io/netty/channel/socket/oio/OioDatagramChannelConfig.java
* /opt/cola/permits/1177956806_1625584573.81/0/netty-transport-4.1.48-final-sources-4-jar/io/netty/channel/socket/oio/DefaultOioDatagramChannelConfig.java
* /opt/cola/permits/1177956806_1625584573.81/0/netty-transport-4.1.48-final-sources-4-jar/io/netty/channel/PendingBytesTracker.java

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  jar/io/netty/resolver/DefaultAddressResolverGroup.java
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1.1663 jsch 0.1.53

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 * todo: make access to multiple GossipServer concurrent (1 thread/GossipServer)
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 */

Found in path(s):
* /opt/cola/permits/1144651254_1631747450.0/0/jgroups-all-2-2-8-sources-2-jar/org/jgroups/stack/GossipClient.java

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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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1.1676 msgpack 1.0.2

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1.1677 commons-logging-api 5.5.23

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  jar/io/netty/handler/ssl/Java9SslUtils.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/ocsp/OcspClientHandler.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/AbstractSniHandler.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/SslCompletionEvent.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/ConscryptAlpnSslEngine.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/OptionalSslHandler.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/Conscrypt.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/SniCompletionEvent.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/ConscryptAlpnSslEngine.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/OptionalSslHandler.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/NioSslServer.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/JavaSslEngine.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/JavaSslEngine.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/JavaSslEngine.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/SslCompletionEvent.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/ConscryptAlpnSslEngine.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/OptionalSslHandler.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/Conscrypt.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
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  jar/io/netty/handler/traffic/package-info.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/traffic/TrafficCounter.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/traffic/GlobalTrafficShapingHandler.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/traffic/ChannelTrafficShapingHandler.java

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  jar/io/netty/handler/ssl/JdkSslEngine.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/OpenSsl.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/JdkBaseApplicationProtocolNegotiator.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/JettyAlpnSslEngine.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/JdkAlpnApplicationProtocolNegotiator.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/util/BouncyCastleSelfSignedCertGenerator.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/ApplicationProtocolConfig.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/SniHandler.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/SupportedCipherSuiteFilter.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/OpenSslX509Certificate.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/OpenSslSessionStats.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/JdkSslContext.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/JdkSslServerContext.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/SslContext.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/util/InsecureTrustManagerFactory.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/traffic/GlobalChannelTrafficCounter.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/util/FingerprintTrustManagerFactory.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/util/ThreadLocalInsecureRandom.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/SslUtils.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/OpenSslApplicationProtocolNegotiator.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/ApplicationProtocolNegotiator.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/OpenSslClientContext.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/OpenSslEngine.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/JdkDefaultApplicationProtocolNegotiator.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/JdkNpnApplicationProtocolNegotiator.java
* /opt/cola/permits/110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/traffic/IpFilterRule.java
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jar/io/netty/handler/ssl/util/OpenJdkSelfSignedCertGenerator.java
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jar/io/netty/handler/ssl/OpenSslSession.java
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jar/io/netty/handler/ssl/OpenSslPrivateKey.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/OpenSslX509KeyManagerConverter.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/OpenSslCachingX509KeyManagerFactory.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/OpenSslX509TrustManagerWrapper.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/ExtendedOpenSslSession.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/OpenSslX509KeyManagerFactory.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/OpenSslX509KeyMaterialProvider.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/OpenSslX509TrustManager.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/OpenSslX509KeyMaterial.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
jar/io/netty/handler/ssl/OpenSslCachingKeyMaterialProvider.java

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* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-jar/io/netty/handler/ssl/PemEncoded.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-jar/io/netty/handler/ssl/PemX509Certificate.java
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* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-jar/io/netty/handler/ssl/Java8SslUtils.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-jar/io/netty/handler/flush/FlushConsolidationHandler.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-jar/io/netty/handler/ssl/ReferenceCountedOpenSslClientContext.java
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* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-jar/io/netty/handler/ssl/ReferenceCountedOpenSslContext.java
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* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-jar/io/netty/handler/ssl/OpenSslKeyMaterialManager.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-jar/io/netty/handler/ssl/util/X509TrustManagerWrapper.java
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* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/SslContextBuilder.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/OpenSslJavaxX509Certificate.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/ClientAuth.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
* /opt/cola/permits/1110676040_1606842976.07/0/netty-handler-4-1-34-final-sources-1-
  jar/io/netty/handler/ssl/OpenSslSessionTicketKey.java

1.1680 libgpg-error 1.36-2.el7_9.0atomix1
1.1680.1 Available under license :
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* Subject: Re: sqrt routine
* To: Kevin Ma <kma@google.com>
* Hi Kevin,
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* Cheers,
* Wilco
*
* ----- Original Message ----- 
* From: "Kevin Ma" <kma@google.com>
* To: <Wilco.Dijkstra@ntlworld.com>
* Sent: Thursday, June 23, 2011 11:44 PM
* Subject: Fwd: sqrt routine
* Hi Wilco,
* I saw your sqrt routine from several web sites, including
* http://www.finesse.demon.co.uk/steven/sqrt.html.
* Just wonder if there's any copyright information with your Successive
* approximation routines, or if I can freely use it for any purpose.
* Thanks.
* Kevin
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* /
* *---------------------------------------------------------------------
* Files:
* modules/audio_device/mac/portaudio/pa_memorybarrier.h
* modules/audio_device/mac/portaudio/pa_ringbuffer.c
* modules/audio_device/mac/portaudio/pa_ringbuffer.h
* License:
* /
* $Id: pa_memorybarrier.h 1240 2007-07-17 13:05:07Z bjornroche $
* Portable Audio I/O Library
* Memory barrier utilities
*
* Author: Bjorn Roche, XO Audio, LLC
*
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/*
 * $Id: pa_ringbuffer.c 1421 2009-11-18 16:09:05Z bjornroche $
 * Portable Audio I/O Library
 * Ring Buffer utility.
 *
 * Author: Phil Burk, http://www.softsynth.com
 * modified for SMP safety on Mac OS X by Bjorn Roche
 * modified for SMP safety on Linux by Leland Lucius
 * also, allowed for const where possible
 * modified for multiple-byte-sized data elements by Sven Fischer
 *
 * Note that this is safe only for a single-thread reader and a
 * single-thread writer.
 *
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(For example, a function in a library to compute square roots has a purpose that is entirely well-defined independent of the application. Therefore, Subsection 2d requires that any application-supplied function or table used by this function must be optional: if the application does not supply it, the square root function must still compute square roots.)

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

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If such an object file uses only numerical parameters, data
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/* zlib.h -- interface of the 'zlib' general purpose compression library
 version 1.2.3, July 18th, 2005

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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files http://www.ietf.org/rfc/rfc1950.txt (zlib format), rfc1951.txt (deflate format) and rfc1952.txt (gzip format).
*/

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* by Eric Young (eay@cryptsoft.com).
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(For example, a function in a library to compute square roots has
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c) You must cause the whole of the work to be licensed at no charge to all third parties under the terms of this License.

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

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

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

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

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

When a "work that uses the Library" uses material from a header file that is part of the Library, the object code for the work may be a derivative work of the Library even though the source code is not. Whether this is true is especially significant if the work can be linked without the Library, or if the work is itself a library. The threshold for this to be true is not precisely defined by law.
If such an object file uses only numerical parameters, data structure layouts and accessors, and small macros and small inline functions (ten lines or less in length), then the use of the object file is unrestricted, regardless of whether it is legally a derivative work. (Executables containing this object code plus portions of the Library will still fall under Section 6.)

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

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

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

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

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

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

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

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

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

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b) Convey the object code in, or embodied in, a physical product (including a physical distribution medium), accompanied by a written offer, valid for at least three years and valid for as long as you offer spare parts or customer support for that product model, to give anyone who possesses the object code either (1) a copy of the Corresponding Source for all the software in the product that is covered by this License, on a durable physical medium customarily used for software interchange, for a price no more than your reasonable cost of physically performing this conveying of source, or (2) access to copy the Corresponding Source from a network server at no charge.

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  libavcodec/x86/idct_mmx.c
- libutvideo encoding/decoding wrappers in
  libavcodec/libutvideo*.cpp
- the X11 grabber in libavdevice/x11grab.c
- the swresample test app in
  libswresample/swresample-test.c
- the texi2pod.pl tool
- the following filters in libavfilter:
  - f_ebur128.c
  - vf_blackframe.c
  - vf_boxblur.c
  - vf_colormatrix.c
  - vf_cropdetect.c
  - vf_decimate.c
  - vf_delogo.c
  - vf_geq.c
  - vf_histeq.c
  - vf_hqdn3d.c
  - vf_interface.c
  - vf_kerndeint.c
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  - vf_mp.c
  - vf_owdenoise.c
  - vf_perspective.c
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**external libraries**

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**compatible libraries**

The following libraries are under GPL:
- frei0r
- libcdio
- libutvideo
- libvidstab
- libx264
- libx265
- libxavs
- libxvid

When combining them with FFmpeg, FFmpeg needs to be licensed as GPL as well by passing --enable-gpl to configure.

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incompatible libraries
-----------------------

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/* * and/or the "little-cms" library by Marti Maria (depending on the * */
/* * inclusion of support for JNG and Full-Color-Management respectively. * */
/* *                                                                 * */
/* * This library's function is primarily to read and display MNG * */
/* * component! It does however offer creation and editing functionality * */
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March 26, 2015
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It also has various other useful features to simplify writing the kind of DSP functions that are most often used in x264.

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.4, March 14th, 2010

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The reason we have a separate public license for some libraries is that they blur the distinction we usually make between modifying or adding to a program and simply using it. Linking a program with a library, without changing the library, is in some sense simply using the library, and is analogous to running a utility program or application program. However, in a textual and legal sense, the linked executable is a combined work, a derivative of the original library, and the ordinary General Public License treats it as such.

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

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

The precise terms and conditions for copying, distribution and modification follow. Pay close attention to the difference between a "work based on the library" and a "work that uses the library". The former contains code derived from the library, while the latter only works together with the library.

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

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

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

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We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many
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For example, on rare occasions, there may be a special need to encourage the widest possible use of a certain library, so that it becomes a de-facto standard. To achieve this, non-free programs must be allowed to use the library. A more frequent case is that a free library does the same job as widely used non-free libraries. In this case, there is little to gain by limiting the free library to free software only, so we use the Lesser General Public License.

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

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is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

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

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Dr. Memory: the memory debugger

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A C-program for MT19937, with initialization improved 2002/1/26.
Coded by Takuji Nishimura and Makoto Matsumoto.

Before using, initialize the state by using init_genrand(seed)
or init_by_array(init_key, key_length).

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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.1.4, March 11th, 2002

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The data format used by the zlib library is described by RFCs (Request for Comments) 1950 to 1952 in the files ftp://ds.internic.net/rfc/rfc1950.txt (zlib format), rfc1951.txt (deflate format) and rfc1952.txt (gzip format).

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* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-jar/org/springframework/data/jdbc/core/convert/JdbcConverter.java
* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-jar/org/springframework/data/jdbc/core/convert/DefaultJdbcTypeFactory.java
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* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-jar/org/springframework/data/jdbc/core/mapping/JdbcMappingContext.java
* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-jar/org/springframework/data/jdbc/repository/config/ConfigurableRowMapperMap.java
* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-jar/org/springframework/data/jdbc/core/mapping/JdbcSimpleTypes.java
* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-jar/org/springframework/data/jdbc/repository/support/JdbcRepositoryQuery.java
jar/org/springframework/data/jdbc/repository/support/JdbcQueryLookupStrategy.java
* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-
jar/org/springframework/data/jdbc/repository/query/Modifying.java
* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-
jar/org/springframework/data/jdbc/repository/config/EnableJdbcAuditing.java
* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-
jar/org/springframework/data/jdbc/repository/support/JdbcQueryMethod.java
* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-
jar/org/springframework/data/jdbc/core/mapping/AggregateReference.java
* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-
jar/org/springframework/data/jdbc/mybatis/MyBatisDataAccessStrategy.java
* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-
jar/org/springframework/data/jdbc/mybatis/MyBatisContext.java

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jar/org/springframework/data/jdbc/core/convert/IterableOfEntryToMapConverter.java
* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-
jar/org/springframework/data/jdbc/mybatis/MyBatisDataAccessStrategy.java
* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-
jar/org/springframework/data/jdbc/repository/config/JdbcRepositoryConfigExtension.java
* /opt/cola/permits/1217121982_1634765261.31/0/spring-data-jdbc-1-1-12-release-sources-
jar/org/springframework/data/jdbc/repository/RowMapperMap.java
1.1688 python 3.7.9-3.el7_9.0atomix2

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1.1689 commons-validator 1.2.0

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 * $Id: FormSet.java 293498 2005-10-04 02:59:43Z niallp $
 * $Rev: 293498 $
 * $Date: 2005-10-04 03:59:43 +0100 (Tue, 04 Oct 2005) $
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/*
 * $Id: Form.java 280974 2005-09-15 00:06:59Z niallp $
 * $Rev: 280974 $
 * $Date: 2005-09-15 01:06:59 +0100 (Thu, 15 Sep 2005) $
/*
* $Id: ISBNValidator.java 280974 2005-09-15 00:06:59Z niallp $
* $Rev: 280974 $
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* $Id: Var.java 289160 2005-09-15 05:48:33Z niallp $
* $Rev: 289160 $
* $Date: 2005-09-15 06:48:33 +0100 (Thu, 15 Sep 2005) $
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  jar/org/apache/commons/validator/Validator.java
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/*
* $Id: ValidatorResult.java 289168 2005-09-15 06:40:47Z niallp $
* $Rev: 289168 $
* $Date: 2005-09-15 07:40:47 +0100 (Thu, 15 Sep 2005) $
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  jar/org/apache/commons/validator/ValidatorResult.java
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/*
* $Id: ValidatorAction.java 280974 2005-09-15 00:06:59Z niallp $
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 * $Id: GenericValidator.java 280974 2005-09-15 00:06:59Z niallp $
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  jar/org/apache/commons/validator/GenericValidator.java
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/*
 * $Id: ValidatorUtils.java 280974 2005-09-15 00:06:59Z niallp $
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 * $Id: CreditCardValidator.java 280974 2005-09-15 00:06:59Z niallp $
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 * $Id: ValidatorResults.java 280974 2005-09-15 00:06:59Z niallp $
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* $Id: ValidatorResources.java 329836 2005-10-31 15:12:50Z niallp $
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* $Id: DateValidator.java 280974 2005-09-15 00:06:59Z niallp $
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 * $Id: FormSetFactory.java 293498 2005-10-04 02:59:43Z niallp $
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 * $Date: 2005-10-04 03:59:43 +0100 (Tue, 04 Oct 2005) $
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 * $Id: UrlValidator.java 327148 2005-10-21 10:50:20Z niallp $ 
 * $Rev: 327148 $ 
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1.1690 dhcp 4.4.1-2.1ubuntu5.20.04.2

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

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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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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.

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directing the user to the copy of this License. Also, you must do one
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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
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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
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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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* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4.1.43-final-sources-1-jar/io/netty/buffer/ByteBufOutputStream.java
* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4.1.43-final-sources-1-jar/io/netty/buffer/UnpooledHeapByteBuf.java
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* /opt/ws_local/PERMITS_SQL/1063377540_1592971879.33/0/netty-buffer-4.1.43-final-sources-1-jar/io/netty/buffer/PoolSubpage.java
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* /opt/ws_local/PERMITS_SQL/1073640108_1595413346.62/0/netty-transport-native-kqueue-4.1.48-final-sources-jar/io/netty/channel/kqueue/AbstractKQueueChannel.java
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<head>
<link rel="stylesheet" type="text/css" href="styles.css" />
<title>uthash: a hash table for C structures</title>
</head>
<body>
<div id="banner">
<img src="banner.png" alt="uthash: a hash table for C structures" />
</div> <!-- banner -->
<div id="topnav">
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</div>
<hr />
<div id="mid">
<div id="main">
<pre>
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1.1700 python-dateutil 2.7.5

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1.1710 aether-impl 1.7

1.1711 hsqldb-jdbc 2.5.0

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?q to Quit.
?q lists Special Commands.
:q lists Edit-Buffer/History commands.
*? lists PL commands.
/q displays help on how to set and use macros (incl. functions).

SPECIAL Commands begin with \ and execute when you hit ENTER.
EDIT-BUFFER / HISTORY Commands begin with ':' and execute when you hit ENTER.
PROCEDURAL LANGUAGE commands begin with '*' and end when you hit ENTER.
MACRO executions and definitions begin with '/' and end when you hit ENTER.
All other lines comprise SQL Statements (or comments).
SQL Statements are terminated by either unquoted ';' (which executes the
statement), or a blank line (which moves the statement into the edit buffer
without executing).
After turning on variable expansion with command "*" (or any other PL
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* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/Like.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/TransferCommon.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/sample/FindFile.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/index/IndexAVLMemory.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/server/Servlet.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/index/IndexAVL.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/lib/StringConverter.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/server/ServerConnection.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb/index/NodeAVLDisk.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb/index/NodeAVL.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/TransferTable.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/RowAVL.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/RowAVLDisk.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/Transfer.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/Grid.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/DatabaseManagerCommon.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/SQLStatements.java
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 */
/**
 * Comprehensive information about the database as a whole.
 *
 * This interface is implemented by driver vendors to let users know the capabilities
 * of a Database Management System (DBMS) in combination with
 * the driver based on JDBC technology
 * ("JDBC driver") that is used with it. Different relational DBMSs often support
 * different features, implement features in different ways, and use different
 * data types. In addition, a driver may implement a feature on top of what the
 * DBMS offers. Information returned by methods in this interface applies
 * to the capabilities of a particular driver and a particular DBMS working
 * together. Note that as used in this documentation, the term "database" is
 * used generically to refer to both the driver and DBMS.
 *
 * A user for this interface is commonly a tool that needs to discover how to
 * deal with the underlying DBMS. This is especially true for applications
 * that are intended to be used with more than one DBMS. For example, a tool might use the method
* `<code>getTypeInfo</code>` to find out what data types can be used in a
* `<code>CREATE TABLE` statement. Or a user might call the method
* `<code>supportsCorrelatedSubqueries</code>` to see if it is possible to use
* a correlated subquery or `<code>supportsBatchUpdates</code>` to see if it is
* possible to use batch updates.

* `<p>`
* Some `<code>DatabaseMetaData</code>` methods return lists of information
* in the form of `<code>ResultSet</code>` objects.
* Regular `<code>ResultSet</code>` methods, such as
* `<code>getString</code>` and `<code>getInt</code>`, can be used
* to retrieve the data from these `<code>ResultSet</code>` objects. If
* a given form of metadata is not available, an empty `<code>ResultSet</code>`
* will be returned. Additional columns beyond the columns defined to be
* returned by the `<code>ResultSet</code>` object for a given method
* can be defined by the JDBC driver vendor and must be accessed
* by their `<B>column label</B>`.

* `<p>`
* Some `<code>DatabaseMetaData</code>` methods take arguments that are
* String patterns. These arguments all have names such as fooPattern.
* Within a pattern String, "%" means match any substring of 0 or more
* characters, and "_" means match any one character. Only metadata
* entries matching the search pattern are returned. If a search pattern
* argument is set to `<code>null</code>`, that argument's criterion will
* be dropped from the search.

* `<p>`
* A method that gets information about a feature that the driver does not
* support will throw an `<code>SQLException</code>`.
* In the case of methods that return a `<code>ResultSet</code>`
* object, either a `<code>ResultSet</code>` object (which may be empty) is
* returned or an `<code>SQLException</code>` is thrown.

* <!-- start release-specific documentation -->
* `<div class="ReleaseSpecificDocumentation">
* `<h3>`HSQLDB-Specific Information:`/h3`
* `<h4>`Metadata Table Production`/h4`

* Starting with HSQLDB 1.7.2, the metadata table (a.k.a system table) production
* implementation provided in the default build filters metadata based on each
* SQL session user's access rights which in turn lifts the pre-HSQLDB 1.7.2
* restriction that only users with the DBA role
* (`admin' users in older HSQLDB parlance) could expect trouble-free access to
* all metadata.`/p`

* Also starting with HSQLDB 1.7.2, the metadata table production implementation
* classes are loaded dynamically, using a precedence policy to find and load
* the richest producer available at runtime. In the event that no better
* alternative is found, the default minimal (completely restricted) provider
* is selected. Under this scheme, it is possible for third party packagers to
* create custom distributions targeted at supporting full (design-time),
* custom-written (proprietary / micro environment), minimal (production-time)
* or completely-restricted (space-constrained | device embedded | real-time |
* hostile environment) metadata table production scenarios. To learn more
* about this option, interested parties can review the documentation and source
* code for the <code>org.hsqldb.dbinfo.DatabaseInformation class</code>.<p>
* Please also note that in addition to the metadata tables produced to
* directly support this class, starting with HSQLDB 1.7.2, the default build
* provides many additional tables covering all or most HSQLDB features, such
* as descriptions of the triggers and aliases defined in the database. <p>
* For instance, in the default build, a fairly comprehensive description of
* each INFORMATION_SCHEMA table and each INFORMATION_SCHEMA table
* column is included in the REMARKS column of the [ @link #getTables( 
* java.lang.String, java.lang.String, java.lang.String, java.lang.String[])
* getTables(...)) and [ @link #getColumns(java.lang.String, java.lang.String,
* java.lang.String, java.lang.String) getColumns(...)) results, which derive
* from INFORMATION_SCHEMA.SYSTEM_TABLES and INFORMATION_SCHEMA.SYSTEM_COLUMNS,
* respectively.<p>
* Since HSQLDB 2.0 the INFORMATION_SCHEMA views have been vastly expanded
* in compliance with the SQL:2011 Standard and report the properties of all
* database objects.<p>
* <h4>Schema Metadata</h4>
* The SQL SCHEMA concept became fully supported in the HSQLDB 1.8.x series and
* this fact is reflected in the all subsequent versions of this class.
* <h4>Catalog Metadata</h4>
* Starting with HSQLDB 2.0, SQL standards compliance up to SQL:2008 and beyond
* is a major theme which is reflected in the provision of the majority of the
* standard-defined full-name INFORMATION_SCHEMA views. <p>
* However, just as CATALOG semantics and handling are still considered to be
* implementation defined by the most recent SQL standard (SQL:2008), so is the
* HSQLDB CATALOG concept still in the process of being defined and refined in
* HSQLDB 2.x. and beyond.<p>
* Previous to HSQLDB 2.x, there were, at various points in time, experimental
* features provided to turn on pseudo catalog (and before that, pseudo-schema)
* reporting in the system tables, using the database properties
* 'hsqldb.catalogs' and 'hsqldb.schemas', respectively.<p>
* However, once the engine fully supported the SQL SCHEMA concept, the
* experimental 'hsqldb.schemas' database property was retired. <p>
* Similarly, starting with HSQLDB 2.x, the 'hsqldb catalogs' database property
* has been retired and replaced with the convention that, from the perspective
* of SQL identification, an HSQLDB JDBC URL connects to a single HSQLDB
* database instance which consists of a single, default CATALOG
* named PUBLIC in which each SCHEMA instance of the database resides. The name of
* this catalog can be changed with the ALTER CATALOG &lt;name&gt; RENAME TO statement.
* As of version 2.1.0, HSQLDB supports qualification by the containing CATALOG of
* database objects at the syntactic level, but does not yet support operations
* such as opening, manipulating or querying against multiple database
* catalogs within a single session, not even in a one-at-a-time fashion.
*<h4>Index Metadata</h4>
* It must still be noted that as of the most recent release, HSQLDB continues
* to ignore the <code>approximate</code> argument of [link #getIndexInfo
* getIndexInfo()] as no data is returned for CARDINALITY and PAGES coloumns.
*<h4>Notes for developers extending metadata table production</h4>
* Note that in the absence of an ORDER BY clause, queries against the metadata
* tables that directly support this class are expected to return rows in JDBC
* contract order. The reason for this is that results typically come
* back much faster when no &quot;ORDER BY&quot; clause is used. <p>
* As such, when adding, extending or replacing a JDBC database metadata table
* production routine, developers need to be aware of this fact and either add the
* contract &quot;ORDER BY&quot; clause to the driving SQL or, when possible,
* preferably maintain rows in the contract order by correctly coding the
* primary index definition in the table producer class.
*<hr>
* (fredt@users)<br>(campbell-burnet@users)
*@author Campbell Burnet (campbell-burnet@users dot sourceforge.net)
*@author Fred Toussi (fredt@users dot sourceforge.net)
*@version 2.5.0
*@since HSQLDB 1.9.0
*@see org.hsqldb.dbinfo.DatabaseInformation
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* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/preprocessor/Preprocessor.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/preprocessor/LineType.java
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* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/preprocessor/BasicResolver.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/preprocessor/Token.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/preprocessor/Document.java
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 */

Found in path(s):
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/TableSorter.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/rowio/RowInputBase.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/test/TestScript.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/ExpressionAccessor.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/HsqldbTransferHelper.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/test/TestNullInUnion.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/sample/TriggerSample.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-
jar/org/hsqldb/SessionManager.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/ConstraintCore.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/persist/RowStoreAVLHybrid.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/rowio/RowOutputBinary180.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/test/TestPreparedStatements.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/test/TestLibSpeed.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/server/OdbcPreparedStatement.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/stat/StatementSchema.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/rights/Right.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/server/HsqlSocketFactorySecure.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/server/ClientConnectionHTTP.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/DatabaseType.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/rights/Grantee.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/test/TestViewAsterisks.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/lib/tar/RB.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/util/ConnectionDialogSwing.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/server/RowAVLDiskLarge.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/util/PostgresTransferHelper.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/test/Waiter.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/jdbc/JDBCBlobClient.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/types/NumberType.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/scriptio/ScriptWriterText.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb/server/OdbcUtil.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb/server/HsqlException.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2.5.0-sources-jar/org/hsqldb/lib/tar/PIFData.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/test/TestKarl.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/test/TestGroupByHaving.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/Schema.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/types/BooleanType.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/jdbc/JDBCBlob.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/opTypes.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/trigger/Trigger.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/persist/ScriptRunner.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/jdbc/JDBCConnectionEventListener.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/dbinfo/DatabaseInformationMain.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/DataAccessPointException.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/lib/ThreadFactory.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/ConnectionDialog.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/test/TestGroupByHaving.java
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* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/persist/LockFile.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/rowio/RowInputTextLog.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/cmdline/SqlToolError.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/cmdline/sqltool/FileRecordReader.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/test/BlaineTrig.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/StatementSession.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/setFunctionValueArray.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/test/DateTime.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/test/DbBackup.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/server/PgType.java
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/jar/org/hsqldb/index/Index.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-
/jar/org/hsqldb/lib/HsqlDeque.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-
/jar/org/hsqldb/rowio/RowOutputBinary.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-
/jar/org/hsqldb/lib/IntKeyLongValueHashMap.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-
/jar/org/hsqldb/TableWorks.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-
/jar/org/hsqldb/lib/OrderedIntKeyHashMap.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-
/jar/org/hsqldb/test/TestAcl.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-
/jar/org/hsqldb/persist/RowInsertSimple.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-
/jar/org/hsqldb/persist/ScriptLoader.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-
/jar/org/hsqldb/RangeVariableJoined.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-
/jar/org/hsqldb/jdbc/JDBCResultSetMetaData.java
jar/org/hsqldb/StatementSchemaDefinition.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/result/ResultProperties.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/lib/InputStreamWrapper.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/scriptio/StatementLineTypes.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/cmdline/sqltool/TokenList.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/Constraint.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/ExpressionAggregate.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/lib/FileAccess.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/util/Traceable.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/test/ClearTests.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/sample/SqlFileEmbedder.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/RangeGroup.java
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* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/lib/IntKeyHashMapConcurrent.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/View.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/types/ClobInputStream.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/result/Result.java
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* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/persist/RowStoreAVLDisk.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/lib/StopWatch.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/persist/PersistentStoreCollectionSession.java

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jar/org/hsqldb/rowio/RowOutputText.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/types/RowType.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/ExpressionOrderBy.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/rowio/RowInputBinary.java
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* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/lib/LongKeyLongValueHashMap.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/TypeInvariants.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/types/Type.java
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* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/jdbcDriver.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/lib/IntKeyHashMap.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/persist/TextFileSettings.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/SchemaObjectSet.java
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* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/server/ServerConstants.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/navigator/RowIterator.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources.jar/org/hsqldb/test/TestCollation.java
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* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/navigator/RowSetNavigatorDataChange.java
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* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/persist/RowStoreAVL.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/types/TypedComparator.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/util/DatabaseManagerSwing.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/RowActionBase.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/persist/LobStoreInJar.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/jdbc/pool/JDBCXAConnectionWrapper.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/lib/HsqlByteArrayInputStream.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/result/ResultMetaData.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/lib/IntValueHashMap.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/persist/RAFile.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/lib/LongLookup.java
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* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/StatementSimple.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/test/TestMultiInsert.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/StatementCursor.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/jdbc/JDBCPreparedStatement.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/StatementDMQL.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/sample/Testdb.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/jdbc/JDBCArrayBasic.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/TablePeriodWorks.java
* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/test/TestHarness.java
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jar/org/hsqldb/test/TestTypeConversion.java
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* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-jar/org/hsqldb/types/Collation.java
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 * provides cross-package access to the proprietary (i.e. non-JDBC)
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 *
 * @return the underlying sessionProxy for this connection
 */

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* /opt/ws_local/PERMITS_SQL/1012932414_1588629987.16/0/hsqldb-2-5-0-sources-
  jar/org/hsqldb/jdbc/JDBCConnection.java
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  */opt/cola/permits/1142949856_1615493949.56/0/grpc-stub-1-20-0-sources-jar/io/grpc/stub/ServerCallStreamObserver.java
  */opt/cola/permits/1142949856_1615493949.56/0/grpc-stub-1-20-0-sources-jar/io/grpc/stub/ClientResponseObserver.java
  */opt/cola/permits/1142949856_1615493949.56/0/grpc-stub-1-20-0-sources-jar/io/grpc/stub/CallStreamObserver.java
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  */opt/cola/permits/1142949856_1615493949.56/0/grpc-stub-1-20-0-sources-jar/io/grpc/stub/package-info.java

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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonSyntaxException.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/internal/Streams.java

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* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonStreamParser.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/FieldAttributes.java
* /opt/cola/permits/1108597571_1606176527.27/0/gson-2-8-6-sources-1-jar/com/google/gson/JsonParser.java

1.1723 jsonschema 3.0.1

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* /opt/cola/permits/1141988950_1615255629.89/0/spring-boot-2-2-2-release-sources-2-
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* /opt/cola/permits/1141988950_1615255629.89/0/spring-boot-2-2-2-release-sources-2-jar/org/springframework/boot/jta/bitronix/BitronixDependentBeanFactoryPostProcessor.java
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 */
A `@link WebApplicationContext` that can be used to bootstrap itself from a contained `@link ServletWebServerFactory` bean.

This context will create, initialize and run an `@link WebServer` by searching for a single `@link ServletWebServerFactory` bean within the `@link ApplicationContext` itself. The `@link ServletWebServerFactory` is free to use standard Spring concepts (such as dependency injection, lifecycle callbacks and property placeholder variables).

In addition, any `@link Servlet` or `@link Filter` beans defined in the context will be automatically registered with the web server. In the case of a single Servlet bean, the '/' mapping will be used. If multiple Servlet beans are found then the lowercase bean name will be used as a mapping prefix. Any Servlet named 'dispatcherServlet' will always be mapped to '/'. Filter beans will be mapped to all URLs ('/*').

For more advanced configuration, the context can instead define beans that implement the `@link ServletContextInitializer` interface (most often `@link ServletRegistrationBean`s and/or `@link FilterRegistrationBean`s). To prevent double registration, the use of `@link ServletContextInitializer` beans will disable automatic Servlet and Filter bean registration.

Although this context can be used directly, most developers should consider using the `@link AnnotationConfigServletWebServerApplicationContext` or `@link XmlServletWebServerApplicationContext` variants.

*/

@author Phillip Webb
@author Dave Syer
@since 2.0.0
@see AnnotationConfigServletWebServerApplicationContext
@see XmlServletWebServerApplicationContext
@see ServletWebServerFactory
*/
1.1725 commons-collections 2.1

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1.1743 zstd-jni 1.4.4-7

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### 1.1744 webencodings 0.5.1

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- */opt/cola/permits/1110814957_1606854649.94/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/x_user_defined.py
- */opt/cola/permits/1110814957_1606854649.94/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/tests.py
- */opt/cola/permits/1110814957_1606854649.94/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/labels.py
- */opt/cola/permits/1110814957_1606854649.94/0/webencodings-0-5-1-1-tar-gz/webencodings-0.5.1/webencodings/__init__.py

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```python
from setuptools import setup, find_packages
import io
import re

VERSION = re.search("VERSION = '([^']+)'", io.open(
    path.join(path.dirname(__file__), 'webencodings', '__init__.py'), encoding='utf-8').read().strip()).group(1)

LONG_DESCRIPTION = io.open(path.join(path.dirname(__file__), 'README.rst'), encoding='utf-8').read()

setup(
    name='webencodings',
    version=VERSION,
    url='https://github.com/SimonSapin/python-webencodings',
)```
license='BSD',
author='Simon Sapin',
author_email='simon.sapin@exyr.org',
maintainer='Geoffrey Sneddon',
maintainer_email='me@gsnedders.com',
description='Character encoding aliases for legacy web content',
long_description=LONG_DESCRIPTION,
classifiers=[
    'Development Status :: 4 - Beta',
    'Intended Audience :: Developers',
    'License :: OSI Approved :: BSD License',
    'Programming Language :: Python',
    'Programming Language :: Python :: 2',
    'Programming Language :: Python :: 2.6',
    'Programming Language :: Python :: 2.7',
    'Programming Language :: Python :: 3',
    'Programming Language :: Python :: 3.3',
    'Programming Language :: Python :: 3.4',
    'Programming Language :: Python :: 3.5',
    'Programming Language :: Python :: 3.6',
    'Programming Language :: Python :: Implementation :: CPython',
    'Programming Language :: Python :: Implementation :: PyPy',
    'Topic :: Internet :: WWW/HTTP',
],
packages=find_packages(),
)

Found in path(s):
* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0.5.1-1-tar-gz/webencodings-0.5.1/setup.py
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====

webencodings.mklabels
~~~~~~~~~~~~~~~~~~~~

Regenarate the webencodings.labels module.

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====

import json
try:
    from urllib import urlopen
except ImportError:
    from urllib.request import urlopen
def assert_lower(string):
    assert string == string.lower()
    return string

def generate(url):
    parts = ['""
    
    webencodings.labels
    
    Map encoding labels to their name.
    
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    # XXX Do not edit!
    # This file is automatically generated by mklables.py

    LABELS = {
        ''
    }
    labels = [
        (repr(assert_lower(label)).lstrip('u'),
         repr(encoding['name']).lstrip('u'))
        for category in json.loads(urlopen(url).read().decode('ascii'))
        for encoding in category['encodings']
        for label in encoding['labels']]
    max_len = max(len(label) for label, name in labels)
    parts.extend(
        '    %s:%s %s,
' % (label, ' ' * (max_len - len(label)), name)
        for label, name in labels)
    parts.append('}
    return ''.join(parts)

if __name__ == '__main__':
    print(generate('http://encoding.spec.whatwg.org/encodings.json'))

Found in path(s):
* /opt/cola/permits/1110814957_1606854649.94/0/webencodings-0.5.1-1-tar.gz/webencodings-0.5.1/webencodings/mklables.py
No license file was found, but licenses were detected in source scan.
This is a Python implementation of the `WHATWG Encoding standard`<http://encoding.spec.whatwg.org/>`.  

* Latest documentation: http://packages.python.org/webencodings/  
* Source code and issue tracker: https://github.com/gsnedders/python-webencodings  
* PyPI releases: http://pypi.python.org/pypi/webencodings  
* License: BSD  
* Python 2.6+ and 3.3+

In order to be compatible with legacy web content when interpreting something like `Content-Type: text/html; charset=latin1`, tools need to use a particular set of aliases for encoding labels as well as some overriding rules. For example, `US-ASCII` and `iso-8859-1` on the web are actually aliases for `windows-1252`, and an UTF-8 or UTF-16 BOM takes precedence over any other encoding declaration. The Encoding standard defines all such details so that implementations do not have to reverse-engineer each other.

This module has encoding labels and BOM detection, but the actual implementation for encoders and decoders is Pythons.

Platform: UNKNOWN  
Classifier: Development Status :: 4 - Beta  
Classifier: Intended Audience :: Developers  
Classifier: License :: OSI Approved :: BSD License  
Classifier: Programming Language :: Python  
Classifier: Programming Language :: Python :: 2  
Classifier: Programming Language :: Python :: 2.6  
Classifier: Programming Language :: Python :: 2.7  
Classifier: Programming Language :: Python :: 3  
Classifier: Programming Language :: Python :: 3.3  
Classifier: Programming Language :: Python :: 3.4  
Classifier: Programming Language :: Python :: 3.5  
Classifier: Programming Language :: Python :: 3.6  
Classifier: Programming Language :: Python :: Implementation :: CPython
python-webencodings
===================
This is a Python implementation of the `WHATWG Encoding standard`
<http://encoding.spec.whatwg.org/>`

* Latest documentation: http://packages.python.org/webencodings/
* Source code and issue tracker:
  https://github.com/gsnedders/python-webencodings
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 tools need to use a particular set of aliases for encoding labels
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For example, `"US-ASCII` and `"iso-8859-1` on the web are actually
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over any other encoding declaration.
The Encoding standard defines all such details so that implementations do
not have to reverse-engineer each other.

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1.1745 perl-socket 2.010 5.el7
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* /opt/cola/permits/1164470155_1620938113.87/0/json-path-0-8-1-sources-1-jar/com/jayway/jsonpath/spi/impl/AbstractJsonProvider.java
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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:
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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1.1764 asm 6.0_BETA

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* Creates a new [@link AnalyzerAdapter]. <i>Subclasses must not use this constructor</i>. Instead, they must use the [@link #AnalyzerAdapter(int, String, int, String, String, MethodVisitor)] version.
* @param owner
  * the owner's class name.
* @param access
  * the method's access flags (see [@link Opcodes]).
* @param name
  * the method's name.
* @param desc
  * the method's descriptor (see [@link Type Type]).
* @param mv
  * the method visitor to which this adapter delegates calls. May be <tt>null</tt>.
* @throws IllegalStateException
  * If a subclass calls this constructor.
* /
jar/org/objectweb/asm/commons/AnalyzerAdapter.java
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 */
/**
 * Constructs a new {@link ClassNode}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the { @link #ClassNode(int)}
 * version.
 *
 * @throws IllegalStateException
 *         If a subclass calls this constructor.
 */

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/**
 * Creates a new {@link GeneratorAdapter}. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * [ @link #GeneratorAdapter(int, MethodVisitor, int, String, String)]
 * version.
 *
 * @param mv
 * the method visitor to which this adapter delegates calls.
 * @param access
 * the method's access flags (see [ @link Opcodes]).
 * @param name
 * the method's name.
 * @param desc
 * the method's descriptor (see [ @link Type Type]).
 * @throws IllegalStateException
 * If a subclass calls this constructor.
 */

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*/
/**
 * Constructs a new [link LocalVariableAnnotationNode]. <i>Subclasses must
 * not use this constructor</i>. Instead, they must use the
 * [link #LocalVariableAnnotationNode(int, TypePath, LabelNode[], LabelNode[], int[], String)]
 * version.
 *
 * @param typeRef
 * a reference to the annotated type. See [link TypeReference].
 *
 * @param typePath
 * the path to the annotated type argument, wildcard bound, array
 * element type, or static inner type within 'typeRef'. May be
 * <tt>null</tt> if the annotation targets 'typeRef' as a whole.
 *
 * @param start
 * the fist instructions corresponding to the continuous ranges
 * that make the scope of this local variable (inclusive).
 *
 * @param end
 * the last instructions corresponding to the continuous ranges
 * that make the scope of this local variable (exclusive). This
 * array must have the same size as the 'start' array.
 *
 * @param index
 * the local variable's index in each range. This array must have
 * the same size as the 'start' array.
 *
 * @param desc
 * the class descriptor of the annotation class.
 */

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* /opt/cola/permits/1150250962_1627682340.96/0/asm-6-0-beta-sources-jar/org/objectweb/asm/optimizer/NameMapping.java
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/**
 * Creates a new JSRInliner. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the
 * { @link #JSRInlinerAdapter(int, MethodVisitor, int, String, String, String, String[])}
 * version.
 *
 * @param mv

the <code>MethodVisitor</code> to send the resulting inlined method code to (use <code>null</code> for none).

@param access the method's access flags (see { @link Opcodes}). This parameter also indicates if the method is synthetic and/or deprecated.

@param name the method's name.

@param desc the method's descriptor (see { @link Type}).

@param signature the method's signature. May be <tt>null</tt>.

@throws IllegalStateException If a subclass calls this constructor.

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  jar/org/objectweb/asm/xml/Processor.java
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  jar/org/objectweb/asm/xml/SAXFieldAdapter.java
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/**
 * Constructs a new [@link Textifier]. <i>Subclasses must not use this
 * constructor</i>. Instead, they must use the [@link #Textifier(int)]
 * version.
 *
 * @throws IllegalStateException
 *         If a subclass calls this constructor.
 */

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* /opt/cola/permits/1150250962_1627682340.96/0/asm-6-0-beta-sources-jar/org/objectweb/asm/util/Textifier.java

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* /opt/cola/permits/1165124384_1620941199.55/0/swagger-annotations-2-1-9-sources-
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* /opt/cola/permits/1165124384_1620941199.55/0/swagger-annotations-2-1-9-sources-
  jar/io/swagger/v3/oas/annotations/security/SecuritySchemes.java
* /opt/cola/permits/1165124384_1620941199.55/0/swagger-annotations-2-1-9-sources-
  jar/io/swagger/v3/oas/annotations/info/Info.java
* /opt/cola/permits/1165124384_1620941199.55/0/swagger-annotations-2-1-9-sources-
  jar/io/swagger/v3/oas/annotations/security/SecurityRequirement.java
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  jar/io/swagger/v3/oas/annotations/security/SecurityScheme.java
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  jar/io/swagger/v3/oas/annotations/callbacks/Callbacks.java
* /opt/cola/permits/1165124384_1620941199.55/0/swagger-annotations-2-1-9-sources-
  jar/io/swagger/v3/oas/annotations/headers/Header.java
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  jar/io/swagger/v3/oas/annotations/info/Contact.java
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  jar/io/swagger/v3/oas/annotations/tags/Tag.java
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  jar/io/swagger/v3/oas/annotations/security/OAuthFlow.java
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  jar/io/swagger/v3/oas/annotations/Operation.java
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  jar/io/swagger/v3/oas/annotations/Parameter.java
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  jar/io/swagger/v3/oas/annotations/servers/Server.java
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  jar/io/swagger/v3/oas/annotations/Parameters.java
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  jar/io/swagger/v3/oas/annotations/security/OAuthFlows.java
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  jar/io/swagger/v3/oas/annotations/servers/ServerVariable.java
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  jar/io/swagger/v3/oas/annotations/extensions/Extensions.java
* /opt/cola/permits/1165124384_1620941199.55/0/swagger-annotations-2-1-9-sources-
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* /opt/cola/permits/1150250428_1631536693.24/0/maven-reporting-api-maven-reporting-api-3-0-zip/maven-reporting-api-maven-reporting-api-3.0/pom.xml
* /opt/cola/permits/1150250428_1631536693.24/0/maven-reporting-api-maven-reporting-api-3-0-zip/maven-reporting-api-maven-reporting-api-3.0/src/site/site.xml

1.1772 shiro-web 1.2.5
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* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-
  jar/io/netty/handler/logging/ByteBufFormat.java
* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-
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* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-
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* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-jar/io/netty/handler/ssl/JettyNpnSslEngine.java
* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-jar/io/netty/handler/ssl/JdkAlpnApplicationProtocolNegotiator.java
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* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-jar/io/netty/handler/ipfilter/OpenSslServerContext.java
* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-jar/io/netty/handler/ipfilter/OpenSslClientContext.java
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  jar/io/netty/handler/address/package-info.java
* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-
  jar/io/netty/handler/ssl/PseudoRandomFunction.java
* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-
  jar/io/netty/handler/ssl/TrustManagerFactoryWrapper.java
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* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-jar/io/netty/handler/ssl/ApplicationProtocolNames.java
* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-jar/io/netty/handler/ssl/ClientAuth.java
* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-jar/io/netty/handler/ssl/OpenSslSessionTicketKey.java
* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-jar/io/netty/handler/ssl/ApplicationProtocolAccessor.java
* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-jar/io/netty/handler/ssl/ApplicationProtocolNegotiationHandler.java
* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-jar/io/netty/handler/ssl/OpenSslJavaxX509Certificate.java

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* /opt/cola/permits/1177956799_1625584593.27/0/netty-handler-4-1-48-final-sources-4-jar/io/netty/handler/stream/ChunkedNioStream.java
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jar/io/netty/handler/ssl/Conscrypt.java
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jar/io/netty/handler/ssl/SslCloseCompletionEvent.java
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jar/io/netty/handler/ssl/Java9SslEngine.java
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jar/org/springframework/xml/xsd/SimpleXsdSchema.java
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  jar/org/springframework/xml/namespace/QNameEditor.java
  */
  
  jar/org/springframework/xml/validation/Jaxp15ValidatorFactory.java
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  jar/org/springframework/xml/xsd/commons/CommonsXsdSchemaException.java
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*/
// Original can be found at:
// https://bitbucket.org/lindenlab/llsd
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// https://github.com/inexorabletash/polyfill

// ES3/ES5 implementation of the Khronos Typed Array Specification
// Ref: http://www.khronos.org/registry/typedarray/specs/latest/
// Date: 2011-02-01
// Variations:
// * Allows typed_array.get/set() as alias for subscripts (typed_array[])
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# spdx-license-ids


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## Installation

[Download JSON directly](https://raw.githubusercontent.com/shinnn/spdx-license-ids/master/index.json), or [use](https://docs.npmjs.com/cli/install) [npm](https://docs.npmjs.com/about-npm):

```
npm install spdx-license-ids
```

## Node.js API

### require('spdx-license-ids')

Type: `string[]`

All license IDs except for the currently deprecated ones.

```javascript
const ids = require('spdx-license-ids');
//=> ['0BSD', 'AAL', 'ADSL', 'AFL-1.1', 'AFL-1.2', 'AFL-2.0', 'AFL-2.1', 'AFL-3.0', 'AGPL-1.0-only', ...]
ids.includes('BSD-3-Clause'); //=> true
ids.includes('CC-BY-1.0'); //=> true
```
ids.includes('GPL-3.0'); //= false
```
### require('spdx-license-ids/deprecated')

Type: `string[]`

Deprecated license IDs.
```
```javascript
const deprecatedIds = require('spdx-license-ids/deprecated');
//=> ['AGPL-1.0', 'AGPL-3.0', 'GFDL-1.1', 'GFDL-1.2', 'GFDL-1.3', 'GPL-1.0', 'GPL-2.0', ...

deprecatedIds.includes('BSD-3-Clause'); //= false
deprecatedIds.includes('CC-BY-1.0'); //= false

deprecatedIds.includes('GPL-3.0'); //= true
```

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'OPENSSL_BN_ASM_MONT5',
'OPENSSL_BN_ASM_GF2m',
'SHA1_ASM',
'SHA256_ASM',
'SHA512_ASM',
'KECCAK1600_ASM',
'RC4_ASM',
'MD5_ASM',
'AESNI_ASM',
'VPAES_ASM',
'GHASH_ASM',
'ECP_NISTZ256_ASM',
'X25519_ASM',
'POLY1305_ASM',
],
'openssl_cflags_BSD-x86_64': [
'-Wa,--noexecstack',
'-Wall -O3',
'-pthread',
'-Wall -O3',
],
'openssl_ex_libs_BSD-x86_64': [
'-pthread',
],
'openssl_cli_srcs_BSD-x86_64': [
'openssl/apps/asn1pars.c',
'openssl/apps/ca.c',
'openssl/apps/ciphers.c',
'openssl/apps/cms.c',
'openssl/apps/crl.c',
'openssl/apps/crl2p7.c',
'openssl/apps/dgst.c',
'openssl/apps/dhparam.c',
'openssl/apps/dsa.c',
'openssl/apps/dsaparam.c',
'openssl/apps/ec.c',
'openssl/apps/ecparam.c',
'openssl/apps/enc.c',
]`
\'openssl/apps/engine.c',
\'openssl/apps/errstr.c',
\'openssl/apps/gendsa.c',
\'openssl/apps/genpkey.c',
\'openssl/apps/genrsa.c',
\'openssl/apps/nseq.c',
\'openssl/apps/ocsp.c',
\'openssl/apps/openssl.c',
\'openssl/apps/passwd.c',
\'openssl/apps/pkcs12.c',
\'openssl/apps/pkcs7.c',
\'openssl/apps/pkcs8.c',
\'openssl/apps/pkey.c',
\'openssl/apps/pkeyparam.c',
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\'openssl/apps/prime.c',
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\'openssl/apps/storeutl.c',
\'openssl/apps/ts.c',
\'openssl/apps/verify.c',
\'openssl/apps/version.c',
\'openssl/apps/x509.c',
\'openssl/apps/app_rand.c',
\'openssl/apps/apps.c',
\'openssl/apps/bf_prefix.c',
\'openssl/apps/opt.c',
\'openssl/apps/s_cb.c',
\'openssl/apps/s_socket.c',
],
],
\'defines\': ['@openssl_defines_BSD-x86_64\'],
\'include_dirs\': [
  \'./include',
],
\'cflags\': ['@openssl_cflags_BSD-x86_64\'],
\'libraries\': ['@openssl_ex_libs_BSD-x86_64\'],
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wcwidth.js: JavaScript Porting of Markus Kuhn's wcwidth() Implementation
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'openssl_cli_srcs_BSD-x86_64': [
'openssl/apps/asn1pars.c',
'openssl/apps/ca.c',
'openssl/apps/ciphers.c',
'openssl/apps/cms.c',
'openssl/apps/crl.c',
'openssl/apps/crl2p7.c',
'openssl/apps/dgst.c',
'openssl/apps/dhparam.c',
'openssl/apps/dsa.c',
'openssl/apps/dsaparam.c',
'openssl/apps/ec.c',
'openssl/apps/ecparam.c',
'openssl/apps/enc.c',
'openssl/apps/engine.c',
'openssl/apps/errstr.c',
'openssl/apps/gendsa.c',
'openssl/apps/genpkey.c',
'openssl/apps/gensrsa.c',
'openssl/apps/nseq.c',
'openssl/apps/ocsp.c',
}
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===

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```json
{
    'variables': {
        'openssl_sources': [
            'openssl/ssl/bio_ssl.c',
            'openssl/ssl/d1_lib.c',
            'openssl/ssl/d1_msg.c',
            'openssl/ssl/d1_srtp.c',
            'openssl/ssl/methods.c',
            'openssl/ssl/packet.c',
            'openssl/ssl/pqueue.c',
            'openssl/ssl/record/dtls1_bitmap.c',
            'openssl/ssl/record/rec_layer_d1.c',
            'openssl/ssl/record/rec_layer_s3.c',
            'openssl/ssl/record/ssl3_buffer.c',
            'openssl/ssl/record/ssl3_record.c',
            'openssl/ssl/record/ssl3_record_tls13.c',
            'openssl/ssl/s3_cbc.c',
            'openssl/ssl/s3_enc.c',
            'openssl/ssl/s3_lib.c',
            'openssl/ssl/s3_msg.c',
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            'openssl/ssl/ssl_cert.c',
            'openssl/ssl/ssl_ciph.c',
            'openssl/ssl/ssl_conf.c',
            'openssl/ssl/ssl_err.c',
            'openssl/ssl/ssl_init.c',
            'openssl/ssl/ssl_lib.c',
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'openssl/crypto/async/async.c',
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'openssl/crypto/bf/bf_cfb64.c',
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'openssl/crypto/bf/bf_err.c',
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openssl/crypto/evp/c_allld.c,
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openssl/crypto/evp/e_aria.c,
openssl/crypto/evp/e_bf.c,
openssl/crypto/evp/e_camellia.c,
openssl/crypto/evp/e_cast.c,
openssl/crypto/evp/e_chacha20_poly1305.c,
openssl/crypto/evp/e_des.c,
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'openssl/crypto/pkcs12/p12_p8e.c',
'openssl/crypto/pkcs12/p12_sbag.c',
'openssl/crypto/pkcs12/p12_utl.c',
'openssl/crypto/pkcs12/pk12err.c',
'openssl/crypto/pkcs7/bio_pk7.c',

Open Source Used In DCNM 12.0.2 15730
'openssl/crypto/pkcs7/pk7_asn1.c',
'openssl/crypto/pkcs7/pk7_attr.c',
'openssl/crypto/pkcs7/pk7_doit.c',
'openssl/crypto/pkcs7/pk7_lib.c',
'openssl/crypto/pkcs7/pk7_mime.c',
'openssl/crypto/pkcs7/pk7_smime.c',
'openssl/crypto/pkcs7/pkcs7err.c',
'openssl/crypto/poly1305/poly1305.c',
'openssl/crypto/poly1305/poly1305_ameth.c',
'openssl/crypto/poly1305/poly1305_pmeth.c',
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'openssl/crypto/rand/drbg_lib.c',
'openssl/crypto/rand/rand_egd.c',
'openssl/crypto/rand/rand_err.c',
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'openssl/crypto/rsa/rsa_pss.c',
'openssl/crypto/rsa/rsa_saos.c',
'openssl/crypto/rsa/rsa_sign.c',
'openssl/crypto/rsa/rsa_ssl.c',

Open Source Used In DCNM 12 12.0(2) 15731
openssl/crypto/x509v3/v3_addr.c',
'openssl/crypto/x509v3/v3_admis.c',
'openssl/crypto/x509v3/v3_akey.c',
'openssl/crypto/x509v3/v3_akeya.c',
'openssl/crypto/x509v3/v3_alt.c',
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'openssl/crypto/x509v3/v3_bcons.c',
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'openssl/crypto/x509v3/v3_crlid.c',
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'openssl/engines/e_capi.c',
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'opensslDefines_BSD-x86_64': [
'NDEBUG',
'L_ENDIAN',
'OPENSSL_PIC',
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'openssl_cflags_BSD-x86_64': [
'-Wall -O3',
'-pthread',
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],
'openssl_ex_libs_BSD-x86_64': [
'-pthread',
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'},

'include_dirs': [
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    './include', 
    './crypto', 
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'defines': ['<@(openssl_defines_BSD-x86_64)>'],
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'libraries': ['<@(openssl_ex_libs_BSD-x86_64)>'],
'sources': ['<@(openssl_sources)', '<@(openssl_sources_BSD-x86_64)>'],
}
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}

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validate-npm-package-license
====================================

Give me a string and I'll tell you if it's a valid npm package license string.

```javascript
var valid = require('validate-npm-package-license');
```

SPDX license identifiers are valid license strings:

```javascript
var assert = require('assert');
var validSPDXExpression = {
validForNewPackages: true,
validForOldPackages: true,
spdx: true
};

assert.deepEqual(valid('MIT'), validSPDXExpression);
assert.deepEqual(valid('BSD-2-Clause'), validSPDXExpression);
assert.deepEqual(valid('Apache-2.0'), validSPDXExpression);
assert.deepEqual(valid('ISC'), validSPDXExpression);
```

The function will return a warning and suggestion for nearly-correct license identifiers:

```javascript
assert.deepEqual(valid('Apache 2.0'),
```

---

Open Source Used In DCNM 12.0.0(2) 15873
{
  validForOldPackages: false,
  validForNewPackages: false,
  warnings: [
    'license should be ' +
    'a valid SPDX license expression (without "LicenseRef"), ' +
    '"UNLICENSED", or ' +
    '"SEE LICENSE IN <filename>"'.
  ]
}

```
SPDX expressions are valid, too ...

```javascript
// Simple SPDX license expression for dual licensing
assert.deepEqual(
  valid('GPL-3.0-only OR BSD-2-Clause'),
  validSPDXExpression
);

```javascript

... except if they contain `LicenseRef`:

```
var warningAboutLicenseRef = {
  validForOldPackages: false,
  validForNewPackages: false,
  spdx: true,
  warnings: [
    'license should be ' +
    'a valid SPDX license expression (without "LicenseRef"), ' +
    '"UNLICENSED", or ' +
    '"SEE LICENSE IN <filename>"'.
  ];
};

assert.deepEqual(
  valid('LicenseRef-Made-Up'),
  warningAboutLicenseRef
);

assert.deepEqual(
  valid('MIT OR LicenseRef-Made-Up'),
  warningAboutLicenseRef
);
```
If you can't describe your licensing terms with standardized SPDX identifiers, put the terms in a file in the package and point users there:

```javascript
assert.deepEqual(
valid('SEE LICENSE IN LICENSE.txt'),
{
  validForNewPackages: true,
  validForOldPackages: true,
  inFile: 'LICENSE.txt'
}
);

assert.deepEqual(
valid('SEE LICENSE IN license.md'),
{
  validForNewPackages: true,
  validForOldPackages: true,
  inFile: 'license.md'
}
);
```

If there aren't any licensing terms, use `UNLICENSED`:

```javascript
var unlicensed = {
  validForNewPackages: true,
  validForOldPackages: true,
  unlicensed: true
};
assert.deepEqual(valid('UNLICENSED'), unlicensed);
assert.deepEqual(valid('UNLICENCED'), unlicensed);
```

1.1778 pkix-ssh 10.1

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- DES is now external, in the OpenSSL library
- GMP is no longer used, and instead we call BN code from OpenSSL
- Zlib is now external, in a library
- The make-ssh-known-hosts script is no longer included
- TSS has been removed
- MD5 is now external, in the OpenSSL library
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*
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* * @author Vincent Rijmen <vincent.rijmen@esat.kuleuven.ac.be>
* @author Antoon Bosselaers <antoon.bosselaers@esat.kuleuven.ac.be>
* @author Paulo Barreto <paulo.barreto@terra.com.br>
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1.1779 golang-lru 0.5.1

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1.1786 maven-artifact-manager 2.2.1

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WordBreakTestUnicode_*.java (under modules/analysis/common/src/test/) is derived from Unicode data such as the Unicode Character Database. See http://unicode.org/copyright.html for more details.

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Kuromoji Japanese Morphological Analyzer - Apache Lucene Integration
===========================================================================

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http://jaist.dl.sourceforge.net/project/mecab/mecab-ipadic/2.7.0-20070801/mecab-ipadic-2.7.0-20070801.tar.gz

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1.1791 commons-net 1.4.1
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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/tftp/TFTPReadRequestPacket.java
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* /opt/ cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/io/CopyStreamLister.java
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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/DiscardTCPClient.java
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* /opt/cola/permits/1136474281_1613772384.01/0/commons-net-1-4-1-sources-1-jar/org/apache/commons/net/io/CopyStreamAdapter.java
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limitations under the License.

List all new newsgroups added to the NNTP server since a particular
date subject to the conditions of the specified query. If no new
newsgroups were added, a zero length array will be returned. If the
command fails, null will be returned.

@optional query The query restricting how to search for new newsgroups.

@return An array of NewsgroupInfo instances containing the information
for each new newsgroup added to the NNTP server. If no newsgroups
were added, a zero length array will be returned. If the command
fails, null will be returned.

@exception NNTPConnectionClosedException
If the NNTP server prematurely closes the connection as a result
of the client being idle or some other reason causing the server
to send NNTP reply code 400. This exception may be caught either
as an IOException or independently as itself.

@exception IOException If an I/O error occurs while either sending a
command to the server or receiving a reply from the server.

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1.1792 jython 2.7.2b2
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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, 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 http://www.opensource.org for the Open Source Definition). Historically, most, but not all, Python releases have also been GPL-compatible; the table below summarizes the various releases.

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1.1805 gtk 2.24.31 1.el7
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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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d) If a facility in the modified Library refers to a function or a table of data to be supplied by an application program that uses the facility, other than as an argument passed when the facility is invoked, then you must make a good faith effort to ensure that, in the event an application does not supply such function or table, the facility still operates, and performs whatever part of its purpose remains meaningful.

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

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

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

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

   Otherwise, if the work is a derivative of the Library, you may distribute the object code for the work under the terms of Section 6. Any executables containing that work also fall under Section 6, whether or not they are linked directly with the Library itself.
6. As an exception to the Sections above, you may also 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
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   a) Accompany the work with the complete corresponding
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      changes were used in the work (which must be distributed under
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      Library will not necessarily be able to recompile the application
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   b) Use a suitable shared library mechanism for linking with the
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the user installs one, as long as the modified version is
interface-compatible with the version that the work was made with.

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

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

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      materials or that you have already sent this user a copy.

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1.1807 spring-boot-starter-data-jdbc

2.2.6.RELEASE

1.1807.1 Available under license:
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We call this license the "Lesser" General Public License because it does Less to protect the user's freedom than the ordinary General Public License. It also provides other free software developers Less of an advantage over competing non-free programs. These disadvantages are the reason we use the ordinary General Public License for many libraries. However, the Lesser license provides advantages in certain special circumstances.

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

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

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

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

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

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

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subsequent copies and derivative works made from that copy.

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

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

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

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

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1.1811 httpcore-nio 4.4.12

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1.1812 mapstruct 1.2.0.Final

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